



Daniel J. Wilson

pretty good guy, also character animator.

Located in the Los Angeles area
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Dan's Cool Skills

Maya 2011

Animation - Modeling - Rigging - UV mapping - Lighting - MEL

Adobe CS 5.5

Photoshop - After Effects - Premiere

Unreal Editor 3

Activities and Experience

Jan 2012- Present

Animator, "The Collector's Gift"

Character animation on Sloan Grant recipient Ryan Kravetz's MFA thesis film.

2011-Present

Student Assistant

Assist graduate and undergraduate students in weekly animation courses. Topics include Maya, character animation, and After Effects.

2009-2010

Animator, modeler, "Chicks"

Faculty-directed student collaborative film. My responsibilities included research, character modeling, and animation using Maya. DePaul University.

August 2009

SIGGRAPH Student Volunteer

Volunteered at SIGGRAPH in New Orleans over the course of a week. Attended various conference events, talks, and demonstrations.

December 2008

Study Abroad Japan

Trip to Tokyo and Kyoto to visit game and animation companies, including Toei, Namco, and Microsoft Japan, and to experience Japan's rich culture.

Education

University of Southern California (August 2010 - Present)

Major: Animation, M.F.A.

DePaul University (September 2007 - June 2010)

Degree: Animation, B.S.

GPA: 3.914

Interests

Super Nintendo, science fiction, alternative energy, robots, 80s music

