



Daniel J. Wilson
pretty good guy, also character animator.

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Located in the Los Angeles area

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



Activities and Experience

- Jan 2012- Present **Animator, Student Thesis**
 Character animation on a fellow student's thesis film using Maya as part of a small team of animators.
- 2011-Present **Student Assistant**
 Assist graduate and undergraduate students in weekly animation courses.
- 2009-2010 **DePaul Project Bluelight**
 Faculty-directed student collaborative film. My responsibilities included research, character modeling, and animation using Maya.
- 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.

Cool Skills



<i>Software/Language</i>	<i>Proficiency</i>	<i>Experience</i>
Autodesk Maya 2008-2011	High	~ 5 years
Adobe Photoshop	Moderate/High	~10 years
Adobe After Effects	Moderate	~4 years
Dragon Stop Motion	Basic	1 year
Apple Final Cut Pro 7	Basic	~½ year
MEL	Basic	~½ year
Unreal III Editor	Basic	~½ year
Spanish Language	Moderate	~4 years
Japanese Language	Basic	1+ years

Interests



Video games (Super Nintendo, PC), architecture, Japanese animation, science fiction, computers, technology, alternative energy, 80s music