

Danny Tamez

1130 Greensboro Lane, Box 1782, Sarasota, FL 33324
HireDanny.Today - DannyTamez@me.com - (953) 952-5748

Education

Ringling College of Art and Design, Sarasota, FL
BA, Visual Studies, May 2018

South Plantation High
High School Diploma, June 2013

Ringling Experience

Thesis: Gothic Cathedral - Ringling College of Art and Design, Sarasota, FL 2017-2018

- Pitched ideas to faculty and peers using target images
- I used the Unreal engine and recreated the interior of a Gothic fantasy cathedral.
- This project entailed modeling the interior of the cathedral in a mix of 3DS Max, Zbrush, Maya.
- I used the Substance Suite to texturize and then incorporated it into Unreal
- I continued to work on my thesis throughout the semester getting feedback from my instructors and peers and editing it based on their comments.
- I then created a video showing my progress and demonstrating the layering of these steps

Various Ringling Experience- Ringling College of Art and Design, Sarasota, FL 2014-2018

- Pitched ideas to faculty and peers using target images, storyboards, animatic trailers, tone videos, and personal concept art for pre-production.
- Grey boxed navigable spaces and level design for a Racing game and FPS shooter in Unreal Engine 4
- Modeled, textured and lit 3D environments and props in engine
- Modeled characters in Zbrush and Retopologized in Maya
- Participated in group critiques and iterated level based on feedback
- Blueprinted basic gameplay in engine
- Created camera moves in engine for a game trailer
- Importing Animations from mixamo and retargeted them for different rigs

Volunteer Experience

National MS Society Volunteer Office Assistant - Fort lauderdale, FL - Jan 2014 – May 2014

- Used and coordinated maintenance of office equipment, such as copiers, scanners. .
- Maintained and updated files, mailing, database systems.
- Prepared mailings.
- Prepared and edited records.
- Answered and screened telephone calls.

SOFTWARE / ART SKILLS

Proficient - in Microsoft and Macintosh platforms and software: Maya, 3DS Max, Unreal, Zbrush, Substance Painter, Substance Designer, CrazyBump, Adobe Premiere, Sony Vegas Pro 14, Photoshop, Adobe Flash, and Microsoft Suite.

Working Knowledge - in Substance Designer, 3DS Max, SpeedTree, 3D-Coat, XNormal, Perforce

AWARDS

Best of Ringling - April 1, 2018

8 out of 30 student's work were hand picked to be featured in an art gallery to represent our major. My thesis was chosen to be featured and from what I've heard from our department head Joe Fig. The selection process was very competitive.

Destructoid Photoshop Challenge - March 2014

Community contest to create a poster for the Destructoid Show on the Revision3/REV3GAMES network