

Dan Quinn

Environment Artist

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Skills

Hard Surface high and low polygon modeling in Maya
Modular set construction in UDK
Digital sculpture in Zbrush
Creation of both stylized and realistic textures in Photoshop

Software

Proficient: Maya - Xnormal - Crazybump - Photoshop – UDK - nDo
Working Knowledge: Zbrush - 3DS Max - 3D Coat

Education

Champlain College, Burlington, VT
Bachelor's Degree in *Game Art & Animation*
Class of 2012
GPA: 3.107

Experience

Danger Zone

Environment Artist

December 2011 - April 2012

Modeled and unwrapped assets for "*You Durnit!*", a first person comical reverse clue game created in the Unity game engine. Part of a 13-member team consisting of three other artists, four designers, four programmers, and a producer.

Giant Squid

Lead Artist

August 2011 - December 2011

Established art style and developed environment and character assets for "*Imago*", a 3D action platforming game produced in Unity with the goal of encouraging interest in science in 9 - 12 year old boys.

B² Technologies

Environment Artist

May 2011 - August 2011

Modeled and textured 3D assets for indie fantasy MMORPG Farland Online. Part of a diverse team consisting of members from around the United States as well as overseas in the U.K. and France.

Work History

Emergent Media Center, Champlain College, Winooski, VT

3D Artist

September 2010 - December 2010

Worked as an Artist on *Breakaway*, a game funded by the United Nations. Job responsibilities entailed posing models of characters and adjusting lighting to create aesthetically pleasing scenes that also told a story.

Shaw's Supermarket, Milford, NH

La Carte Clerk

September 2007 - May 2013

Provided good customer service and maintained cleanliness while preparing hot foods to go.