

Daniel Miller

3D Modeler / Texture Artist / Concept Artist

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Education

The Art Institute of Portland - Sept 2007

Game Art & Design, Bachelors of Arts and Science

CGPA of 3.6

Participated in the Academic Honors Program

Graduated with Honors

Work displayed on the school walls four times

Program proficiencies

Maya

InDesign

Microsoft Office 97- 2007

Photoshop

Dreamweaver

Unreal Editor

Illustrator

Premiere

NWN 1&2 Aurora Toolset

Operating Systems: Windows 9x/2000, XP, some experience with Mac OSX

Related Experience

Game Production Teams - 2006 and 2007

Concept Artist / 3D Modeler / Texture Artist

Worked as part of two game production teams to create a playable video game mod for Half-life 2 within six months

Crafted concept designs for characters, environments, objects, weapons, and level selection icons

Modeled and textured objects, weapons and environments using Photoshop and Maya

Assisted technical director in solving problems in the production pipeline

Fixed and improved existing game textures

Level Design - 2007

Creation of level design documents

Level concept art including maps and sketches of areas of interest

Created polished maps using Photoshop

Level creation and assembly

Freelance Experience

Willamette University - 10/2006

Created shirt design for Willamette universities' class of 2009

Rohrick and Miller L.L.C. - 2004

Graphic Design work, which included alteration, conversion and output of print ready logo files using Photoshop and Illustrator

Mural Painting - 2003

Volunteered to work with a group of other artists to paint a mural on the windows of Hank's Thrift Way in Downtown Hillsboro Oregon

Participated with a group of other artists to paint a mural that is still on display at Century High school as of 06/2007

Other Work Experience

Rohrick and Miller L.L.C. - 06/2002 – 06/2005 Hillsboro, Oregon

CNC Machine Operator

Operation of Vertical CNC Milling Machines including:

- Quality control of incoming material for compliance to requirements

- Quality control of parts produced in milling center for compliance to part Specifications and blueprints

- Machine maintenance & repairs as needed to maintain up time and efficiency standards

- Operating multiple machines at once