

# Danny Moll

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## Work Experience

- Powerhouse Animation – Lead Artist** 2015+
- Castlevania – Visual Development, Layout, Background Design, Marketing Illustration
  - League of Legends: Pulsefire Caitlyn Promo – Color Script | Background Design
  - Banner Saga 2 Cinematics - Background Design
  - Agents of Mayhem – Visual Development | Vehicle Design | Color Script | Background Design
  - Duelyst Trailer – Background Design
- Multimedia Games – Artist 1** 2013-2014
- 2D Illustration | FX Animation | Particles | UI Design | Vector Graphics
- Disney Interactive Studios – Associate Concept Artist** 2011-2013
- Epic Mickey 2 – Concept Art | Marketing Illustration | Environment Design | Prop Design | UI Design

## Education

- Motivarti Mentorship** 2014
- Applied and was selected by Thomas Scholes to work with him in a 10 week 1on 1 mentorship
- CG Master Academy** 2013-2014
- Dynamic Sketching with Peter Han & Environment Design with Armand Serrano
- Gemini School of Visual Arts** 2008-2011
- Studied drawing, painting, and illustration in a classic Atelier environment.

## Skills

Concept Design | Environment & Prop Design | Illustration | Drawing | Painting  
Graphic Design | Production Set Design | UI Design

## Tools

Photoshop / Illustrator / After Effects / 3DCoat / SketchUp