

DANIEL XIAO

CONCEPT DESIGN & VFX

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EXPERIENCE

EA DICE - Environment concept design on Battlefield 4 for next-gen consoles and PC

Hasbro Animation Studio - Matte painting for Transformers: Robots in Disguise

Pixar Animation Studios - Matte painting and concept illustration for Day & Night, Toy Story 3, Cars 2, Brave

Dreamworks-Universal - Worked closely with production designer Guy Dyas to illustrate key scenes in Steven Spielberg's upcoming film, Robopocalypse (2013)

visualscience - Worked closely with director Ivan Engler on developing storyboards and key scene illustrations for an unannounced feature film

BLT & Associates - Illustrated movie posters for the new Battleship reboot

Buck - Matte painting for several shots of the animated short, 'Uncommonly Good' for Keebler

West Studio - Concept design for various next-gen games including Killer Instinct and Dragon Age: Inquisition for Xbox One

Adhesive Games - Visual development on the graphic novel for the mech combat FPS, Hawken

Applibot - Character design and illustration for the Galaxy Saga mobile game

Glass Software - Creative direction, concept design, and illustration for the iOS game, Quantum Cat

Company Inc Sets - Developed concept art for online PSA

SKILLS

- Exhaustive knowledge of 2d/3d imagemaking techniques including digital illustration, matte painting, 3d modeling, and photo-collage concept design
- Strong understanding of composition, design, color theory, lighting, perspective, camera angle
- Strong understanding of photographic principles
- Strong figure drawing skills
- Strong written and verbal skills including experience in articulating design concepts to 3d modelers, game designers, and programmers

SOFTWARE

Adobe Photoshop - advanced understanding of digital painting, photobashing, and matte painting techniques

Autodesk Maya - proficient knowledge of 3d modeling and rendering techniques

Autodesk 3ds Max - proficient knowledge of 3d modeling and rendering techniques

Pixologic Zbrush - proficient knowledge of rapid 3d concept sculpting techniques

EDUCATION

Watt's Atelier of the Arts - rigorous training in classical figure drawing techniques

Art Center College of Design - B.S. in Entertainment Design (2012)