

# Daniel Rossner

## MOTION DESIGNER

(516) 384 - 1534

[www.DANROSSNER.com](http://www.DANROSSNER.com)  
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## SKILLS

Vector Animation  
2D/3D Character Animation  
3D Modeling  
Illustration  
After Effects Scripting  
Effects Animation  
Virtual Sculpting  
Character Design

## TOOLS

AFTER EFFECTS  
PHOTOSHOP  
PREMIERE PRO  
ADOBE ANIMATE  
ADOBE ILLUSTRATOR  
TOON BOOM HARMONY  
AUTODESK 3DS MAX  
AUTODESK MAYA  
CINEMA 4D  
ZBRUSH  
UNREAL ENGINE 4

## WORK EXPERIENCE

### MARVEL STUDIOS WEB ANIMATION

June 2017 - Ongoing

Lead animator for various episodes on *Marvel Studios* Web series *Marvel: TL;DR*. Examples include, but are not limited to, *Daredevil Yellow* and *Squirrel Girl*.

### SMASHADELPHIA ESPORTS PACKAGE

July 2017

Produced Livestream layouts and transitional elements for Videogame tournament *SMASHADELPHIA 2017*, hosted by *Screenwave Media*.

### SCAD PEER TUTOR

Jan. 2017 - May 2017

Trained and served as a tutor for fellow students at the *Savannah College of Art and Design*. Assisted many students with program support and design assistance.

### ATTITUDE, INC. (INTERNSHIP)

June 2014 - July 2014 ———— 45 W21<sup>st</sup> ST. Suite 4B, New York, NY 10010 – 646 200 7023  
[www.attitudepost.com](http://www.attitudepost.com)

Summer internship at New York studio *Attitude Post*. Office assistance and freelance observation.

### SONIC GENERATIONS - UNLEASHED PROJECT

March 2013

Modified PC videogame *Sonic Generations* to emulate Playstation 3 prequel *Sonic Unleashed*. Animated and modelled new + extra assets, and restored previously unusable content. Featured in news articles such as *PC Gamer*, *Destructoid*, and *Rock Paper Shotgun*.

## EDUCATION

### SAVANNAH COLLEGE OF ART AND DESIGN

September 2013 - July 2017

Graduate, *Cum Laude* BA Motion Media Design, minor in Animation. *Dean's List*.

Involved in films such as:

*"Rapture"* by Victor A. Garrido (background effects)

*"Jumpin Jack"* by Grant Whitsitt (assistant cleanup)

*"Frogs Legs"* by Katie Tamboer (assistant shading animation)

### NEW YORK FILM ACADEMY

July 2012

Pre-college summer program for *NYFA* that provided education for 3D character animation, teaching *Autodesk Maya* modeling and animation, the 12 principles of animation, and a variety of fundamental skills necessary for this career path all in a single month.