

Daniel Rossner

MOTION DESIGNER

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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 - Present

Directed episodes of *Marvel Studios* Web series, *Marvel: TL;DR*. Lead character & effects animator. Examples include *Daredevil Yellow*, *The Runaways*, and *Squirrel Girl*.

POKÉMON TCG STREAM PACKAGE

Sept. 2017

Created livestream assets for *Pokémon Regional Championships* - Hartford, CT. Hosted by *The Pokémon Company*. Designed brand elements for event's broadcast.

SMASHADELPHIA ESPORTS PACKAGE

July 2017

Produced livestream layouts and transitional material 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 helped improve their design skills.

ATTITUDE, INC. (INTERNSHIP - NEW YORK, NY)

June 2014 - July 2014

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

SONIC GENERATIONS - UNLEASHED PROJECT

Mar. 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

Sept. 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

Summer program at *NYFA*, focused on 3D character development.

Utilized *Autodesk Maya* for modeling, rigging, and animation.

Introduction to the 12 principles and other fundamental techniques.