



Dan Goldstein

Digital Artist & Animator

 Danvers, MA
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 behance.net/thedangoldstein



Experience

U.S. Army Natick Soldier Research, Development & Engineering Center | Natick, MA | Feb. 2012 – Aug. 2013

3D Artist & Designer

- Obtained Secret level security clearance for government-contracted projects at the Natick Labs through Technology Solutions Experts Inc.
- Created high and low poly 3D models for simulation and analysis of Army soldier performance in operational environments using 3DS Max and MeshLab
- Scanned and fit modeled soldier equipment, gear, and weapons to human scans
- Retopologized and cleaned 3D human scans (high and low poly) and 3D objects
- Performed 3D point marking in proprietary 3D software
- Poly intersection removal, biped rigging, skinning, weight painting, and posing

WIN Interactive | Quincy, MA | Jan. 2010 – May 2012

Digital Artist, Animator, and 3D Modeler

- Created 2D and 3D digital interactive presentations of evidence in litigation, shown in mediation and courtroom cases such as car accidents, bullet trajectories, crime scenes, structural collapses, intellectual property, and medical malpractice
- Constructed 3D models based on real-world measurements implemented into animated recreations of actual events
- Worked closely with lawyers, video producers, software scripters and clients during planning, production and post-production

Docema LLC | Cambridge, MA | Sept. 2008 – June 2009

Animator and 3D Modeler

- PBS documentary film "Broadside: Emerging Empires Collide"
- Created numerous high and low poly 3D models, UV and procedural textures, and realistic environments with ecosystems
- Implemented and modified motion capture files with 3D characters
- Set up large scenes with animations, camera moves and realistic lighting
- Rendered draft and final scenes of battles, cityscapes, and strategic maps
- Composited and edited multilayered scenes in Adobe After Effects

One80 Visual | Natick, MA | March 2008 – July 2008

Design Animator

- Created animations for the History Channel series "Tougher in Alaska"
- Created and animated digital maps containing images, text, and icons
- Synced animations created to raw video footage for each episode
- Worked on graphic elements for Disney's "Race to Witch Mountain," the Women's Entertainment Network's "Amazing Wedding Cakes," and the '08 Summer Olympics

Stock's Eye Productions | Granby, MA | June 2007 – Oct. 2007

3D Designer and Associate Producer

- Worked on Robert Stock's independent film "Angel's Blade II: The Ascension"
- Created various 3D models under strict guidance with tight deadlines
- Experimented with a variety of camera, lighting, and audio equipment on the set of the film

Freelance

TheDanGoldstein.com | 2007 – Present

Digital Artist, Designer, & Animator

- Providing a multitude of 2D and 3D creative services and projects, for various clients

Education

University of Massachusetts

Dartmouth | Sept. 2002 – May 2007

Degree Bachelors of Arts

Major 1 Electronic Imaging (Digital Media)

Major 2 Illustration

Creative Skills

Animation 2D, 3D, Animating, Lighting, Modeling, Rendering, Rigging, Storyboarding, Texturing, Weighting

Design Concept Design, Game Level Design, Graphic Design, Interactive Design, Web Design

Media Drawing, Film, Green Screen Removal, Illustration, Image Manipulation, Painting, Photography, Video Editing

Tech Computer Repair and Maintenance, Computer Building, Software & Hardware Solutions, Help Desk, Tutoring

Software Proficiency

2D Acrobat, After Effects, Dreamweaver, Final Cut Pro, Flash, Illustrator, InDesign, Photoshop, Premiere

3D 3DS Max 2013, Blender, Cinema 4D, Lightwave 3D, MeshLab, Poser Pro, Unreal Editor, Vue xStream, Zbrush

Systems Mac OSX, Windows, Android, iOS, Microsoft Office