

**DANIEL EDERY | CG Generalist, Concept Artist**  
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**www.3Dery.com**

I am a 3D digital Artist who is equally comfortable designing compelling characters and creatures as I am with general production techniques such as modeling, texturing, lighting, and compositing. I am a highly creative and self-directed worker with strong communication skills, a passion for story-telling, and an unwavering positive attitude.

## **SOFTWARE USED**

3D: Maya, Zbrush, 3D Studio Max, Mudbox, Mari  
Renderers: Mental Ray, V-Ray, Arnold, Keyshot, Marmoset Toolbag  
Compositing: After Effects, Nuke, and Photoshop

## **WORK EXPERIENCE**

9.16-present Instructor | Gnomon School of Visual Effects  
Teaching Character Texturing and Shading for Production  
Supervisor: Matt Rosenfeld 323.466.6663

9.13-(Present) Lead 3D Artist | The Aaron Sims Company  
3D Sculpting, Texturing, and Lighting for the series  
*Stranger Things*  
Concept Designer for the feature films  
*Independence Day 2, Teenage Mutant Ninja Turtles 2, Pixels*

4.13-5.13 Modeler, Texture Artist | Moo Studios  
Created 3D environment elements for commercials for "Wawa" and "Blue Moon".  
Supervisor: Shaun Sewter 310.746.4100

7.12-8.12 Modeler, Texture Artist | Freelance  
Modeled, textured, and look-developed CG "costume" for musical artist Bjork in her Webby Award-Winning music video "Mutual Core".  
Supervisor: Andrew Thomas Huang 310.918.7688

03.11 - 05.11: Modeler, Texture Artist | Zoic Studios  
Created Props and environments for cinematics for upcoming "Spyro the Dragon" game for Nintendo Wii. Modified existing game assets, shaded and rendered using V-Ray.  
Supervisor: Matt Hunt 310.838.0770

## **EDUCATION**

09.10: CG Artist Certification Graduate | Gnomon School of Visual Effects

06.07: Bachelor of Arts (Studio Art) | UC Berkeley