

DANIEL EDERY | CG Generalist, Concept Artist
ph. (818) 378.8957
edery.daniel@gmail.com
www.3Dery.com

A 3D Modeler and look-development artist with an emphasis on character and creature creation. My skills include 3D sculpting for film and games as well as for 3D printing. While I have a strong work ethic and a determination to hit my deadlines, I maintain an upbeat and enthusiastic attitude as well as a passion for creating high-quality and compelling VFX.

SOFTWARE USED

3D: Maya, 3DSMax, Zbrush, Mudbox, Mari, Substance Painter, After Effects, Nuke, Photoshop

WORK EXPERIENCE

6.19-present: 3D Character Artist | Encore VFX
Created organic assets including digital doubles and creatures.
Supervisor: Julien Forest 323.466.7663

9.17-6.18: CG Generalist | Cosa VFX
Performed asset creation as well as lighting, look development, and lighting.
Supervisor: Michael Capton 818.358.4147

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

11.16-8.17: CG Generalist | Pixomondo Los Angeles
Performed asset creation as well as lighting, look development, and rendering for such projects as *Fate of the Furious*, *The Walking Dead*, and *Agents of Shield*.
Supervisor: Timothy Hanson 310.394.0555

9.13-11.16 Lead 3D Artist | The Aaron Sims Company
Performed 3D Modeling, Texturing, and Lighting for the series *Stranger Things*, and the feature films *The Conjuring 2* and *Lights Out*. Created Album cover design and execution for the Die Antwoord record "We Have Candy" as well as created elements for their live show.
Created concept designs for the feature films *Rampage (2018)*, *Independence Day 2*, *Teenage Mutant Ninja Turtles 2*, and *Pixels*.
Sculpted and Engineered 3D printed promotional statues for such projects as *Rampage*, *Stranger Things* and *Aquaman*.

EDUCATION

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

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