Daniel Carbone

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Professional Summary

An artist and 3D Generalist with a B.F.A. in 3D Animation and Digital Arts: skilled in a vast array of traditional and digital art styles; highly passionate about technology and the creative process involved in the design, modeling, editing, rendering and production of games, animation, videos, advertising and movies; a demonstrated record of a strong work ethic, integrity, and the ability to work with teams and individuals across all organizational units.

Skills

Adobe Programs: Photoshop, Illustrator, PremierePro, After Effects, Indesign

Autodesk:Maya Autodesk:Mudbox Zbrush 4R7 Video Editing Character Design

Environmental Design

Prop Design
3D Animation
Concept Creation
Office Work

Education

Bachelor of Fine Arts: 3D Animation and Digital Arts Pratt Institute- Brooklyn, NY Digtal Arts Department Class of 2017

Work History

3D RELATED PROFESSIONAL EXPERIENCE

Freelance Hard Surface Modeler September 2018 - March 2019

Sinful Monarchy - Wichita, Kansas

Responsible for creating and preparing in-game assets in a timely and organized manner while working with professionals across many creative backgrounds in developing the studios first upcoming game release.

Intern June 2016 - August 2016

Spark451 inc.-865 Merrick Ave, Suite 451 Westbury, NY 11590

Assisted in developing and editing video and advertisement compilations for this full-service marketing and interactive design firm. Worked with in-studio artists to compile and edit online promotional advertisements: video editing, final-cut editing, audio editing and minor graphic design work.

P.R. Intern March 2016 - May 2016

Giant Fox Studios-Rhinebeck, NY 12572

Promoted and marketed upcoming independent games to the public and potential studio sponsors for this top quality design and production company of games, apps, and ads.

ADDITIONAL PROFESSIONAL EXPERIENCE

Office Administrator: August 2014 - May 2017

Pratt Institute Drawing Foundation Office: 200 Willoughby Ave, Brooklyn, NY 11205 Managed office, rentals and supplies; provided service and assistance to professors, instuctors and students; accountable for inventory and record-keeping related to drawing supply management.

References