



Dannie Smith

Technical Artist

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Summary

I am a versatile technical artist that has been using 2D & 3D applications such as Photoshop, Maya, and 3DS Max for over 15 years. I like to seek out new challenges in the media industry that will bolster my skills, and also help me gain greater understanding of the development process.

Skills and Qualifications

Software

Maya, 3DS Max, Zbrush, V-Ray, Substance Painter,
Substance Designer MEL, Python, Unity 3D, Unreal
Engine, Photoshop

Artistic

- Hard surface and organic modeling skills
- Ability to balance between technical constraints and established visual art style
- Strong understanding of physical based rendering

Industry Experience

Jun.2022-Feb.2025 *Technical Lead 3D Scanning Engineer* Redmond, W.

- Coordinated with team of 3D artists to collect metrics on 3D scanning operations, and visualized the results with Python to assist leadership in project planning.
- Automated preparation of 3D data for simulations which contributed to new hardware development and product optimization of Meta smart glasses.
- Proposed development of new 3D pipeline tools to help strategically drive development of cutting-edge augmented reality and mixed reality research.
- Conducted case studies with 3D scanning team to evaluate the impact purchasing new 3D scanners would have on achieving project objectives within given fiscal quarters.

Nov.2020-May.2022 *3D Automation Engineer* Redmond, W.

- Developed an automated file processing system using Maya's PyMEL and OpenMaya libraries to generate metadata.
- Delegated tasks to 3D artist team to form an efficient production pipeline on large multilateral projects.
- Developed an animation tool in Maya for simulating human kinematics as part of a collaboration with multiple universities.
- Created an Arnold rendering pipeline for Maya to provide a new avenue of data input to allow researchers to continue research under the unique limitations brought about by COVID-19.

Feb.2019-Sept.2020 *3D Scanning Engineer* Redmond, WA

- Used Maya / Python to automate the processing of big data collected from user studies to conform to specified inputs for usage in complex simulations and machine learning pipelines.
- Developed graphic user interface based tools in Python for 3D artists and Research Assistants to effectively reduce data post processing times.
- Established production pipelines to rapidly test and validate data on requested from researchers on projects in their earliest stages of development, allowing for a more agile and focused approach to the research being conducted by the team.

Nov.2017-Jan.2019 *Research Assistant* Redmond, W.

- Worked with state of the art 3D scanners to meticulously scan objects with the highest level of fidelity possible.
- Served as the team's point of contact for annotation projects, and coordinated closely with Facebook's Product and Data Operations team and overseas external partners on ensuring annotation data was delivered on time for project milestones.
- Ran frequent quality checks on team databases to confirm that files being collected from users studies were not only conforming to denoted file requirements, but also were of the highest degree of quality to produce the best of results when used by researchers.

May2012-Mar.2016 *Freelance Designer* Olympia, WA

<ul style="list-style-type: none"> Coordinated remotely with clients via Skype and email on a daily if not weekly basis, to ensure designs met project parameters. Used Photoshop and Illustrator to rapidly produce concepts for critique and final approval. Exhibited strong organizational and file management skills, which allowed multiple projects to be worked on concurrently and still successfully meet tight deadlines. 		
Sep.2011-Mar.2012	Beta Button- (<i>Entrepreneur</i>)	Olympia, WA
<ul style="list-style-type: none"> Acquired all necessary licenses, software, and hardware to venture forth as a self-established company into independent game development for the Iphone 3 and Ipad, using the Unity 3D Iphone game engine. Composed an articulate game design document using Microsoft Office to denote the project scope, milestones, mechanics, and target number of assets; which helped prevent development from deviating from the intended course. Became comfortable working with ambiguous parameters as many project ideas were explored before finalizing a direction. Prioritized coding C# game mechanic prototypes in Unity 3D that were cornerstones to the success of the rest of the project. Showed a rich understanding of game design while designing game mechanics as an abstract resource driven system; complete with trades, drains, influencers, and converters that were later drafted as diagrams in Photoshop to illustrate the flow data and logic. Placed an emphasis on creating easily discernible silhouettes when designing concept art and the mock-up UI for game assets. Keenly focused on modular design when modeling 3D assets in Maya and Zbrush, which helped compensate for working independently. Designed UI elements in Illustrator and Photoshop to be strategically positioned; conveying all relevant information to players within the limited screen-space of devices. 		
Apr.2009-Jul.2009	IWin.com- (<i>SFX Artist</i>)	Seattle, WA
<ul style="list-style-type: none"> Showed flexibility switching from manual XML data input to an in-house editor, to produce over 100 particle animations for the "Coconut Queen" game. Offered suggestions to the engineering team working remotely from Russia, which helped improve the capabilities of the studio's particle animation editor. Met twice weekly with lead art director for critique and approval on submission of animations. 		
Jan.2009-Aug.2010	AHDMG Inc.- (<i>Technical Artist</i>)	Seattle, WA
<ul style="list-style-type: none"> Independently developed a texture library MEL script GUI for a team of five 3D artists that dynamically generated node based materials; speeding up production workflow. Encouraged open communication with the team of 3D artists, to take in feedback on how to improve the texture library MEL script. Modified the company's Drupal driven Craigslist advertisement template via CCS and HTML to incorporate links to new social media platforms. 		
Oct.2008-Dec.2008	Art Institute of Seattle- (<i>Tutor</i>)	Seattle, WA
<ul style="list-style-type: none"> Aided students with entry level programming skills leading up to their mid-terms and finals to have a confident grasp of dataflow and structure in Python and ActionScript. Provided students with useful paradigms to follow on their Python/Actionscript homework so they could effectively isolate problems when debugging scripts. Demonstrated strong communication skills during scheduled meetups with students; explaining the fundamentals of OOP by using real life examples of systems that mirrored data structures. 		
Mar.2008-Jul.2008	IWin.com- (<i>Production Intern</i>)	Seattle, WA
<ul style="list-style-type: none"> Displayed a high attention to detail inputting XML data so game assets could be positioned correctly on an unreleased project. Collaborated as part of a team of six interns brainstorming solutions to the challenges of developing 3D web based games using Python's Panda3D module for the casual market. Helped pitch story ideas and concept art along with other interns for a proposed seasonal expansion to IWin.com's <i>Garden Defense</i>, that were compiled into a twelve-part single player story campaign in Microsoft Word. 		

Personal Experience

Dec.2016-Jun.2017	Hard-surface Weapon Modeling	Lacey, WA
<ul style="list-style-type: none">• Created fully functional weapon models in both Maya and 3Ds Max.• Efficiently unwrapped models to maximize UV texture map usage and easily make further adjustments to the texture maps in Photoshop.• Utilized Substance Designer and Substance Painter to apply PBR materials, which produced photorealistic renders, that were done in Marmoset Toolbag.		
Oct.2015-Apr.2017	Python /MEL / Prototyping	Lacey, WA
<ul style="list-style-type: none">• Leveraged Python's ability to use OOP to create GUI scripts in Maya that allowed for greater modularity on future scripts, and speed up production process on personal projects.• Designed a companion MEL GUI for use in conjunction with V-Ray's Render Elements window that listed the reflection and refraction subdivision levels of all V-Ray Materials in the current Maya scene; allowing for fast optimization of renders.• Developed a C# camera movement system for VR in Unity 3D that was deployed to the Samsung S7 Edge via the Oculus Gear VR headset.		
Jan.2015-May2017	Physical Based Rendering	Lacey, WA
<ul style="list-style-type: none">• Implemented adaptive substances in Substance Designer which had exposed parameters to easily modify their appearances.• Isolated surface details into groups in Substance Designer for precise control across the networks of node based materials.• Utilized RGB refraction data posted at refractiveindex.info to accurately create an assortment of physically based materials in Maya using V-Ray.		
Oct.2010-May2011	Weapons and Vehicle Modeling	Lacey, WA
<ul style="list-style-type: none">• Gathered extensive photo references to gain a strong understanding of the form and shape of subjects prior to modeling them in Maya.• Used a combination of brushes and grunge maps to create textures for the 3D models from scratch in Photoshop.• Meticulously rigged fully functional weapons in Maya weapons to make their joints be usable node attachment points when the weapons and their animations were exported to the Unreal Engine.		

Education

Sept.2005-Dec.2008	The Art Institute of Seattle	Seattle, WA
Bachelor of Fine Arts – Game Art and Design		
<ul style="list-style-type: none">• Graduated with Honors and Dean's List• Best Portfolio of Show Award Winner 2008		

Achievements

- IWin.com- *Coconut Queen* was listed as one of Gamezebo's Best of 2009
- IIYE- Artwork for 2Paths album featured in Kansas local news publication at HarveyCountyNow.com
- LinkedIn Learning- Certification in course: C# Scripting for Unity 3D

CV & REFERENCES AVAILABLE UPON REQUEST