

DANIEL SMUDDE

3D Visualization Artist

daniel.smudde@gmail.com or (360)-635-7326

www.materialoverride.com

PRIMARY SOFTWARE

- 3D Studio Max
- mental ray
- Vray 3.0 & 2.0
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign

SECONDARY SOFTWARE

- Maya
- Blender
- Adobe AfterEffects
- Modo
- Marvelous Designer & CLO3

TERTIARY SOFTWARE

- Solidworks
- AutoCAD
- Sketchup
- Rhino

TECHNICAL SKILLS

- Rendering
- Lighting
- Texturing
- Modelling
- Animation
- Software Testing
- Research and Development
- Design Research
- Project Management
- Project Presentation

EDUCATION

- The Art Institute of Portland: 2008 - 2012
Bachelors of Science: Design Visualization

EXPERIENCE

- **Nemo Design:** 24Seven Contractor: November 2014 - Present
On site 3D visualization artist. Working directly with art directors and designers.
Built, lit, and visualized more than 20 different scenes in a fast paced environment.
Focused on developing more speed and refinement when doing numerous renders.
3DS Max, mental ray, Adobe Photoshop, Adobe AfterEffects, Adobe Lightroom

- **IDL Worldwide:** 3D Production Contractor: January 2014 - June 2014
Worked with a team of experienced 3D designers to create and assist design for retail spaces.
Created renders at various levels of photo-realism, and utilized techniques for creating spaces in very short time frames.
3D Studio Max with Vray 2.0, Adobe Photoshop, Adobe AfterEffects.

- **Adidas, Inc:** Independent Contractor: February 2013 - December 2013
Working to help create a new software pipeline that will accelerate the global design team.
Received training in several software packages and utilized them in various projects.
Worked on several product visualization projects against short deadlines.
Working on site with the 3D Design Viz team.