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DANIEL TOZZI ROMERO
3D GENERALIST

Work Experience

Transient Light Studios – January 2016 to Present
Game Prototype experience, Full time
Founder and 3D Artist for the company, responsible for a variety of things, including
but not limited to creating high def. Environments, props, vehicles and objects, animation,
high quality rendering, team management, social media, contract management.

Transient Light Studios - July 2012 to December 2015
Game Prototype experience, During spare time
Same as above, only this was done during my personal spare time after work hours, or whenever
possible as a personal project

The Box Creative LLC. - June 2015 to December 2015
3D Generalist, responsible for creating multiple different assets
for a variety of projects, including Escape 3D work for The Maze Runner 2: The Scorch Trials
which I was also responsible for Level Designing, rendering, and shots management. A variety
of 3D assets created for The Daisy Project, creating and managing several high quality 3D
assets all VR (Virtual Reality) ready. Other assets and work created for the company also
include but are not limited to: Animations, High and Low resolution modeling, 3D rendering
and modeling, Uving and texturing, Level Design and Lighting, Compositing, Lidar
management and clean-up.

Kaleidoscope inc. - April 2014 to January 2015
Paid Internship with Kaleidoscope inc. (www.kascope.com), 3D Generalist Artist
responsible for creating multiple different assets with different contracts based on the
company needs, working with a small team of creative individuals to achieve high
quality 3D renderings, models and animations as per required for the contracts.
My responsibilities included but were not limited to: 3D renderings and modeling,
texturing and Uving, High and Low resolution modeling, working with Unity3D Engine,
creating professional animations and presentations.

Education
Game Art Bachelor Degree, Full Sail University at Orlando, FL. Graduated 2012
Languages spoken and understood fluently: English, Portuguese, Spanish

Experience/Skills

Autodesk 3D Studio Max
Hard surface and organic modeling (high/low resolution), texturing, UV mapping, lighting, rendering.

Autodesk Maya
Hard surface and organic modeling (high/low resolution), texturing, UV mapping, lighting, rendering, animating.

Adobe Photoshop
Hand-painted and photo-sourced textures, concept, design and illustration.

Pixologic Zbrush
High resolution sculping.

Auxiliary Applications
UE4, Cryengine, Cinebox, Unity, Quixel Suite, Mudbox, Xnormal, Substance Painter & Designer, World Machine,

Development
Experienced in both Windows and Apple environments.
Experienced in Entertainment Industry (Video Games, Marketing, Movies, TV Series) environments.

Academic Projects
Level Assembly (LVL) – Studio project – April 2011
Worked on the design and assembly of the level, texture painting and prop making.
Final Project – final school project, game making – Rite of Passage – October 2011 to February 2012
Worked on main character animations, prop making, level design and assembly, and environmental 3D work.
The Lonely Queen of The North Project – High end project of the WWII German battleship Tirpitz
Conjunction work between Daniel T. Romero and Ryan Schake.

Above work samples available on website.