



DANIEL CHAVEZ

DIGITAL ARTIST

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RECOGNITIONS

3D ARTIST | ISSUE 39/41
3D WORLD | 03/2012
IMAGINE FX | 03/2012

3D SKILLS

MODELING	
HARD	●●●●●
ORGANIC	●●●●○
UV	●●●●●
TEXTURING	●●●●●
LIGHTING	●●●●●
ANIMATION	●●●●○
RIGGING	●●●○○
DYNAMICS	
HARD	●●●○○
SOFT	●●○○○
RENDERING	●●●●●
MULTIPASS	●●●●●
PHOTOGRAMMETRY	●●●●○

VFX SKILLS

MULTIPASS COMP	●●●●●
MATTE PAINTING	●●●○○
STEREOSCOPIC	●●●○○
3D TRACKING	●●●●●
CLEAN PLATE	●●●○○
GREENSCREEN	●●●●○
ROSCOPING	●●●●○

2D SKILLS

IMAGE EDITING	●●●●●
VIDEO EDITING	●●●●○
PHOTOGRAPHY	●●●●○
FILMMAKING	●●●○○
CONCEPT ART	●●○○○
STORYBOARD	●●○○○
WEBDESIGN	●●●●○
UI / UX	●●●○○
VECTORS	●●●●○

MISC SKILLS

SCRIPTWRITING	●●○○○
AUDIO EDITING	●●○○○
HTML / CSS	●●●○○

EMPLOYMENT

- 2016 - PRESENT **DIGITAL ARTIST | FREELANCE | GLAND, SWITZERLAND**
 - filmmaking, content creation, video editing, drone, photography, product shot, website, design, UI/UX, compositing, photogrammetry, 3D generalist
- 2018 - 2019 **MILITARY AIR TRAFFIC CONTROLLER TRAINEE | SKYGUIDE | DUBENDORF, SWITZERLAND**
 - aerodynamics, aircraft technology, meteorology, radar and radio technology, navigation, air traffic services, technical English, radiotelephony, simulator and flight training.
- 2016 **UE4 / VIRTUAL REALITY ARTIST | KENZAN VR | GENEVA, SWITZERLAND**
 - Created 3D weapons for the HTC VIVE in Unreal Engine 4 for a TBA game | Modo, Substance | Model, texture, animation
- MAYA / CLARISSE ARTIST | ELEFANT STUDIOS AG | ZURICH, SWITZERLAND**
 - "Sadara" Modular creation, assembly and set dressing huge petroleum factory structures and detaild factory area for hero shots | Maya, Clarisse
 - "DOW" 3D Props model and texture | Modo, Substance, Maya
- 2015 **INDUSTRIAL DESIGNER | HARDCORE DIVISION SWITZERLAND | GLAND, SWITZERLAND**
 - Sunglasses design for high profile brand: Victorinox, Spider, Instinct...
 - Sketch to full 3D printed model
- LEAD 3D | BUNDLE OF STICKS STUDIOS | ONLINE**
 - "South Sea Salvage" Android game app
 - 3D production pipeline creation | Small team management
- 3D SUPERVISOR | EXCELSION STUDIOS | ONLINE**
 - 3D production pipeline creation (directories, naming convention)
 - Managing team of 5 (visual consistency, task assignment, critiques, deadline)
- 2014 **UE4 LEAD TEXTURE ARTIST | MOUTAINWHEEL GAMES | AUSTRIA (REMOTE)**
 - "Stone Rage": Master material pipeline creation
- NUKE COMPOSITOR | VISUAL CUE STUDIOS | ORLANDO, FL**
 - MSNBC's "Why Planes Crash": Compositing
- ARCHVIZ / INTERIOR DESIGN | ARCH3D | SWITZERLAND (REMOTE)**
 - CGI, 3D print, Drone Photogrammetry
 - Virtual visit using UE4 and HTC Vive
- 2013 **MAYA/UNITY ARTIST | COMMERCIAL TRAINING SOLUTIONS | ORLANDO, FL**
 - Prepping/fixing/Packaging Unity Models to be sold Online
- MAYA ARTIST/NUKE COMPOSITOR | EKAM CREATIVES | ORLANDO, FL (REMOTE)**
 - "Mi verano con Amanda III": Modeling, Texturing, Lighting, Realfow, Compositing
- TEACHING ASSISTANT | DAVE SCHOOL PRODUCTIONS | ORLANDO, FL**
 - "VFX Class" and "A cold day in hell"
 - Assisting Students with Nuke and Maya
- MAYA ARTIST/NUKE COMPOSITOR | WORLDWIDE FX | SHREVEPORT, LA**
 - "Olympus has fallen": Modeling, Texturing, Lighting, 3D Tracking, Compositing



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SOFTWARE

THE FOUNDRY	
MODO	●●●●●
MARI	●●●●○
NUKE	●●●●○
PF TRACK	●●●●○
MOCHA PRO	●●●●○
SUBSTANCE	
DESIGNER	●●○○○
PAINTER	●●●●●
B2M	●●●●○
ADOBE	
PHOTOSHOP	●●●●●
LIGHTROOM	●●●●●
AFTER EFFETCS	●●●○○
ILLUSTRATOR	●●●○○
INDESIGN	●●○○○
PREMIERE PRO	●●●●○
AUTODESK	
MAYA	●●○○○
3DSMAX	●●○○○
MOTIONBUILDER	●●○○○
ZBRUSH	●●●●○
REALFLOW	●●●○○
UNREAL ENGINE 4	●●●●○
UNITY	●●●○○
BLACKMAGIC	
DAVINCI RESOLVE	●●●●○
FUSION	●●○○○
AGISOFT PHOTOSCAN	●●●●○
REALITYCAPTURE	●●○○○
HUGIN	●●●●○
PTGUI	●●●○○
PHOTOMATIX	●●●○○
TRELLO	●●●●●
SHOTGUN	●●●●○

LANGUAGE

FRENCH	●●●●●
ENGLISH	●●●●●
GERMAN	●●○○○

ABOUT ME

BINATIONAL
SWISS
USA
BORN
1988
RESIDENCY
SWITZERLAND

EMPLOYMENT

- 2012 **LIGHTWAVE ARTIST | SCREAMING DEATH MONKEY | VENICE, CA (REMOTE)**
 - "Billy Talent - Surprise Surprise": Modeling, Texturing
- LIGHTWAVE ARTIST/AFTER EFFECTS COMPOSITOR | MONKEY CHOW | ORLANDO, FL**
 - "Hold Your Breath": Modeling, Texturing, Compositing
- TEACHING ASSISTANT | DAVE SCHOOL PRODUCTIONS | ORLANDO, FL**
 - "VFX Class" and "Star Wars: Droids"
 - Augmented Modeling/Texturing on various CG assets
 - Assisting Students with Nuke and Lightwave
- LIGHTWAVE ARTIST/FUSION COMPOSITOR | BRANIT FX | KANSAS CITY, MO**
 - "Fringe S4E22": Modeling, Texturing, Lighting, Compositing
 - "Revolution Pilot": Clean Plate, Matchmoving
 - "666 Park Ave Pilot": Modeling, Texturing
- LIGHTWAVE ARTIST/NUKE COMPOSITOR | DAVE SCHOOL PRODUCTIONS | ORLANDO, FL**
 - "Timeslice": Modeling, Texturing, lighting, Stereoscopic Compositing
- 2011 **WEB DESIGNER/DEVELOPER | CPE | GLAND, SWITZERLAND**
 - Design and development of websites
- 2010 **ELECTRONICS TECHNICIAN | C-TECH ELECTRONICS | NYON, SWITZERLAND**
 - Diagnose & repair multimedia equipment
 - Delivery & installation of multimedia systems
- 2009 **F/A18 ARMAMENT SYSTEMS SPECIALIST | SWISS AIR FORCE | PAYERNE, SWITZERLAND**
 - Install, test and arm F/A 18 underwing equipment

EDUCATION

- 2018 - 2019 **MILITARY AIR TRAFFIC CONTROLLER TRAINEE | SKYGUIDE | ZURICH, SWITZERLAND**
 - FABEC Basic Training Course Certificate
 - Approach Surveillance Rating Certificate
 - Lufthansa Aviation Training, Line Oriented Flight Training, VFR/IFR Flights
 - English Language Proficiency for Aeronautical Communication level 4 certificate
- 2016 - 2018 **VOLUNTARY FIREFIGHTER | SDIS GLAND-SERINE | GLAND, SWITZERLAND**
 - Firefighting, Rescue, Flooding, Technical, Pollution, Events
- 2011 - 2012 **VFX ARTIST | THE DIGITAL ANIMATION & VISUAL EFFECTS SCHOOL | ORLANDO, USA**
 - Certificate of completion
- 2004 - 2008 **ELECTRONIC SPECIALIST | EUROPEAN ORG. FOR NUCLEAR RESEARCH (CERN) | GENEVA**
 - Federal Certificate of Vocational Education and Training (CFC/EFZ)
 - Upper Secondary Certification in Professional Education (Matu. Pro./Berufsmaturität)