

Dan Gutierrez

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Computer Skills

Adobe After Effects CC	Adobe Illustrator CC	Adobe Photoshop CC	Adobe Premiere CC	Arnold
Boujou 4	Heiro 1.8	Linux OS	Maya 2018	MEL Scripting
Mocha Pro	Motion Builder	Mudbox	Nuke 11.1	Objective C
OSX	PF Track	Phoenix FD	Python / PyQt	Renderman Studio
Shotgun	Substance Designer	Substance Painter	Unreal Engine	Windows

Awards

2010 Clio

Audi “Intelligently Combined”
Silver Television/Cinema
Visual Effects

2010 London International Advertising Awards

Audi “Intelligently Combined”
Gold Television/Cinema/Digital/Web/Mobile
Visual Effects

2010-2011 Primetime Emmy Awards

Game Of Thrones - HBO
Outstanding Title Design

Work History

Sony Pictures Animation - 3D Visual Development Artist, April 2016 – Present

Collaborate with production designers and art directors to design animated test and images to establish look of picture. Consult with production on show workflows and techniques. Create and construct physical materials for pitches and marketing such as character walkabouts, toys, and character maquettes. Communicate with third party vendors to ensure consistent quality on outsourced properties. Provide tools for artists to alleviate unique problems that occur during development. Projects include Hotel Transylvania 3, Smurfs: The Lost Village, The Star, Spider-Man: Into the Spider-Verse.

The Third Floor - Supervisor / Show Lead / Shot Creator / Pipeline TD, April 2014 – April 2016

Planned shots with directors and VFX supervisors to meet demands of story and to problem solve during production. Created environments to help plan or enhance film production. Implemented complex camera animation and intricate character staging. Built and supported a pipeline to enable animators to transfer data between Unreal engine and Motion Builder while maintaining the current Maya pipeline with minimal impact on artists. Performed character rigging within studio guidelines and altered existing rigs to work with client provided data. Projects included Honda "The Power of Ridgeline" and Downsizing (Supervisor); Suicide Squad (Lead); Warcraft, Avengers: Age of Ultron, Poltergeist, Insurgent and Hunger Games Mocking Jay Part 2 (Artist).

Machinima - VFX Supervisor, October 2013 – March 2014

Worked with producers and directors to plan out timetables and milestones during production to meet deadlines and budgets. Performed initial conform of editorial elements including ingesting plates and shot breakdown/creation. Created visual style for 1-2 minute shorts, including color grading, FX animation, set extensions, and character animation. Established a pipeline to manage shot assets and then exported rendered elements into compositing and back to editorial for final delivery.

BrickyardVFX - Generalist, May 2013 – October 2013, Aug 2009 – Nov 2010, Mar 2008 – Apr 2009

Animated characters and FX for commercial and web content on compressed schedules. Rigged photo-real characters and props to client specification. Supported compositors with necessary rendered elements and provided rough compositions to inform the final product. Supported tools for production pipeline. Clients included Carl's Jr., Google, Budweiser, and Acura.

Sony Pictures Imageworks - Digital Trainer, Sep 2011 – May 2013

Trained new and rehire animators on SPI pipeline and toolsets. Consulted with various department heads to address input from users and help implement changes to facility toolsets. Trained artists in layout, pipeline, matte painting, and facility level tools during production. Led an internship program teaching interns animation principles and how they apply to production for both VFX and feature animation productions. Recorded and edited instructional videos across departments for documenting workflows and toolsets. Projects included Men in Black 3, Amazing Spiderman, Smurfs 2, Oz the Great and Powerful, Edge of Tomorrow, Cloudy with a Chance of Meatballs 2, and Hotel Transylvania.

Sony Computer Entertainment of America San Diego - TD/Tech Arts Lead, Aug 2011 – Sep 2011

Led a tech arts team while consulting with clients to ensure quality and intent of content. Created tools to manage character attribute data and scene integrity integration within the game engine. Verified tools created could be used across multiple games in current and future productions. Projects included Uncharted 3: Drake's Deception and The Last of Us.

Digital Domain - Generalist, Mar 2011 – June 2011, Apr 2009 – July 2009

Revised rigged characters to meet animators' requests and simplify complexity of previous rigs. Produced FX animation for destruction effects, including fire, smoke, sparks, glass, etc. Developed pipeline tools for facility level file system and asset management. Made show specific tools to address artist needs such as changing character costumes and accessories based on shot needs. Streamlined asset publish process from animation to lighting. Clients included Sobe Energy Drink, Burger King, Audi, and Ubisoft.

A52 - Lead Character TD / Animator / Lead Pipeline Developer, Nov 2010 – Mar 2011, Apr 2005 – Mar 2008

Installed a pipeline for managing large-scale assets including environments, characters, and camera animation. Supervised on-set filming of shots released to post-production effects and captured reference photography for lighting and texture. Photographed HDR image setups to capture on-set lighting. Engaged with clients and directors to bid and set timetables and deadlines. Clients included Nike, HBO, Coca-Cola, Microsoft, Honda, Lexus, and Nintendo.

Education

Art Institute of Los Angeles, 2000-2003

Bachelor of Science Degree Media Arts and Animation