

Dan Gutierrez

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Computer Skills

Maya 2015	V-Ray	Python	Boujou 4	Adobe Photoshop CC
Nuke 8.0	Shotgun	Adobe After Effects CC	RenderMan Studio	Mel Scripting language
Adobe Premiere CC	Adobe Illustrator CC	Final Cut Pro	Linux OS	OS X
Objective C	Mari	Mudbox	Phoenix FD	Heiro 1.8
Mocha Pro	PF Track	Windows 7/8	Motion Builder	Unreal Engine 4.0

Awards and Recognition

2010-2011 Primetime Emmy Awards

Game Of Thrones - HBO
Outstanding Title Design

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

Work History

The Third Floor – Show Lead / Shot Creator / Pipeline TD, April 2014 – Present

Shot Creator / Tool Creation / Character Rigging

- Creating shots including modeling environments for film sequences, creating complex camera animation, and animating final characters and FX
- Creating and supporting a pipeline to enable animators to transfer data between Unreal engine and motion builder while maintaining the current Maya pipeline.
- Performing character rigging and altering existing rigs to work with client provided data

Skechers – Freelance Concept Artist / Supervisor, March 2014 – April 2014

Concept Artist / Story Boards / CG Supervision

- Supervising the creation of approved story ideas to final commercial product
- Creating pitch ready concept boards to present to client for approval
- Creating animatics and proof of concept edits for approval
- Assisting in animation, and setup of necessary assets and pipeline

Machinima – Freelance VFX Supervisor, October 2013 – March 2014

Pipeline integration/ On Set Supervision/ Compositor/ Lighting/ Animation/ Generalist

- Working with producers and directors to plan out timetables and milestones during production to meet deadlines and budget
- Performing initial conform of editorial elements including ingesting plates and shot breakout/creation
- Creating visual style of 1-2 minute shorts, including color grading, FX Animation, Set Extensions, and Character Animation
- Creating a pipeline to manage shot assets and then manage rendered elements into compositing and finally back to editorial for final delivery

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

Animator / Character TD / Pipeline Development / Generalist

- Animating, character rigging, concept design, motion graphics as well as modeling, texturing, lighting,
- Developing tools for production pipeline
- Clients include: Budweiser, Disney, Toyota, Acura, Google, Square Trade

Sony Pictures Imageworks, Sep 2011 – May 2013

Digital Trainer / Training Video Production

- Training new/rehire animators on SPI pipeline and toolsets
- Consulting with pipeline department to address input from users and help implement changes to facility toolsets
- Training artists in the layout, pipeline, matte painting, and facility level tools
- Leading an internship program and teaching interns animation principles and how they apply to production needs and schedules for both VFX and feature animation productions; coordinating interns as they created animation for use in background and crowd animation
- Recording and editing instructional videos across departments for documenting workflows and toolsets, as well as interviews with leads, directors and guest speakers
- Projects: MIB3, Amazing Spiderman, Hotel Transylvania, Oz The Great and Powerful, Smurfs 2, Cloudy with a Chance of Meatballs 2

Freelance - Pink vs. Blue, Sep 2011 – March 2013

Character Rigger, Modeler

- Rigging lead characters, setting up body and facial controls and corrective blendshapes
- Modeling tweaks and creating facial blendshapes for principal characters, as well as animation testing
- Supporting and maintaining character rigs and look development for remote artists

SCEA – Sony Computer Entertainment of America, Aug 2011 – Sep 2011

TD / Tech Arts Lead

- Leading tech arts teams while consulting with clients to ensure quality and intent of content
- Creating tools to manage character attribute data, scene integrity, and animation
- Projects: Uncharted 3: Drake's Deception

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

Freelance FX Artist / Character TD / Pipeline Development

- Rigging characters and FX animation for environmental, debris, and explosion effects, including fire, smoke, sparks, glass, etc.
- Developing pipeline tools for facility level file system and asset management
- Commercials: Sobe energy drinks, VES award winning Audi Rubix, Empire City "Roulette", Dr. Pepper "Dr. Thor", Ubisoft "Ghost Recon Future Soldier"

A52, Nov 2010 – Mar 2011, Apr 2005 – Mar 2008

Lead Character TD / Animator / Lead Pipeline Developer

- Animating, character rigging, generalist
- Developing pipeline for managing large-scale assets
- On-set supervising and photography, meeting with clients/directors, bidding, and working with producers to set timetables and deadlines
- Clients: Nike, Honda, HBO, Microsoft, Nintendo, Dodge, Ben & Jerry's, Motorola, Burger King, Lexus, Jeep
- CG Supervisor credits: Acura, Coca-Cola, Lexus among others

Education

Art Institute of Los Angeles, 2000-2003

Bachelor of Science Degree Media Arts and Animation