

DANIEL L. MCGRATH
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-Functional summary-

I am currently working as a freelance artist and advisor and I have a moderate amount of programming knowledge. I have extensive experience with Maya 3D software and some comprehensive ability within 3DSMax. I am Adobe Photoshop fluent and have adequate experience with five other products produced by Adobe as well.

-Employment-

Self-Employed (2010-2011)

Artistic advisor for several portable applications. Including; linking them to major networking sites, overall design look and feel, and advice on markets and end-user knowledge.

Visual Affects Studios (2005-2007)

Maya Generalist
Character Setup/Rigging TD
Scene cleanup and streamlining

Levitation Productions Studio (2004-2005)

Vehicle animator, Maya.
Scene cleanup and streamlining.
Minor scripting (MEL)

-Education-

(1997-2003)

Academy of Art University
Achieved Bachelor Degree in Fine Art

-Notable Qualifications-

I have discovered more artistic talent that has recently leaned me toward sculpture and computer modifications. I currently have a computer case that was a featured winner in a contest and is going to the CES show in Las Vegas, Jan 2012. A statue/maquette of mine is still on display at an AAU building as a teaching tool. I can draw and paint, and try to do so as often as is allowable. I get along well with others and have even been told that I'm a pretty decent guy. Learning new programs comes fairly easy for me. I have also created and maintain my own art portfolio website at www.spatallight.net