

Dan Kessler

Digital Artist/Animator

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- Summary** Digital artist with professional experience creating 3D and 2D media for automotive visualization, corporate video, broadcast television, sports entertainment, and feature film. Strong skills in modeling, shading, lighting, animation, and compositing. Very team oriented and able to perform independently to deliver projects from concept to completion.
- Experience**
- Freelance Animator**, August 2004-Present
Produce 2D and 3D animations for promotional videos, product visualization, and sports entertainment. Skilled in character animation, visual effects, and editing.
- Freelance 3D Layout Artist**, March-June 2011
Speedshape, Bingham Farms, MI
Created 3D animation layout for feature stereo conversion of "Spy Kids 4". Also performed tasks in modeling, matchmoving, and stereo compositing.
- Freelance Digital Artist**, October 2009-January 2010
With a Twist Studio, Rochester Hills, MI
Assisted in 3D animation for stereo conversion of Tim Burton's "Alice in Wonderland".
- Animator**, August 2000-August 2004
Trillium Teamologies, Royal Oak, MI
Created animations for television advertising, corporate video, and sports entertainment which also included character animation and visual effects.
- 3D Artist**, April 1999-August 2000
New Bright Industries, Wixom, MI
Developed 3D concept designs for international toy products.
- Production Assistant**, October 1998-April 1999
City of Rochester Hills Channel 55, Rochester Hills, MI
Operated camera and technical directed live and recorded television programs for the city government of Rochester Hills.
- Video Editor/Animator**, December 1996-October 1998
Raytheon Media Center, Warren, MI
Edited various client videos that also incorporated use of digital animation. Obtained Secret Clearance from Department of Defense.
- Production Assistant**, January 1995-December 1996
WZZM ABC-13, Grand Rapids, MI
Performed studio crew duties for live newscasts and commercial videographer duties for locally produced television advertisements. Analog and Avid non-linear video editing also involved.
- Freelance Artist**, May-June 1995
Classic Animation, Galesburg, MI
Digitally inked and painted animation cels for children's interactive CD-ROM.
- Production Assistant**, August 1991-May 1995
West Michigan Public Broadcasting, Grand Rapids, MI
Operated audio and video equipment for live and recorded television programs.
- Software** Maya, Lightwave, Photoshop, After Effects, Premiere, Nuke, Fusion, and Rhino 3D
- Education** Grand Valley State University, Allendale, MI
Bachelor of Science. Major: *Film and Video Production*