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Summary of Qualifications:

- Multidisciplinary 3D Art Director with experience in all areas of 3D production.
- Strong leader in cross-dicipline collaboration and establishing production pipeline

Work Experience:

Sun Machine Games

Jan 2020 - Present

Art Director - Lead Artist

- Leading look development, art direction, technical art direction, of all 3D art assets across environments, characters, lighting, shaders and tech art.
- Establish the art production pipeline, directing with outsource partners and mentoring in house staff, managing scope and scheduling of Art Department.
- Leading development of game features and strike teams,
- Art Director and Principal Artist on a cross platform, Unreal Engine game

Electronic Arts

Feb 2017 - Dec 2019

Senior Environment Artist

- Spearheading lookdev, workflow improvements and engine tools development.
- Leading teams of 3D artists in creation of stadiums and large scale environments
- Responsible for stadium layout, mentoring junior staff and pushing visual quality.
- Creation of high quality 3D assets for in-engine cinematic moments and gameplay
- Saved dozens of man months of production time by implementing new workflows

Goldtooth Creative

Feb 2016 - Feb 2017

Game Engine Lead - Senior CG Generalist

- Leadership and mentorship of a team of mixed dicipline 3D artists and animators in relation to game engines including Unreal Engine, Unity and others.
- Creative direction and execution of cinematic sequences for realtime game cinematics and rendered CG trailers.
- Lead the creation of cinematography, modeling, texturing, lighting and animation
- Projects include *Gears of War 4*, *Sea of Theives* and *Mass Effect: Andromeda*.

20th Century Fox - Halon
Unreal Engine Lead - Previsualization Artist

Aug 2015 - Feb 2016

- A leading member of a previsualization team working to form the vision and cinematic experience for *War for the Planet of the Apes* for 20th Century Fox.
- Lead Unreal 4 Artist, utilizing the Unreal 4 game engine to render cinematics that will inform the direction and shooting of the film. Lead 3D asset creator.
- Established the visual quality bar for the team in creating assets; characters, vehicles, props, vfx/particle effects, camera effects and animation in Unreal 4.
- Lead research of the production pipeline. Teaching and mentoring the entire team from supervisors to animators on working with the engine to raise visual quality.

Visual College of Art and Design
Instructor

Jan 2015 - Aug 2016

- Teaching *Character Modelling III* to a mixed discipline class of students from gaming and animation programs in advanced modeling tools and workflows.
- Instruction on modeling a realistic anatomically correct character with emphasis on anatomical study, edgeflow and topology, and efficient modeling techniques.
- Providing a role model, mentorship and guidance to classes of 20 student artists.

Nintendo - Next Level Games
Senior Environment Artist

Jan 2015 - Aug 2015

- Driving creation of entire environments for Nintendo's next *Metroid* game.
- Creating whole levels from concept to final polished environments and scenes.
- Working designers and programmers and artists to create environments and cinematics from layout to final, utilizing 3DS Max and a proprietary game engine.

Electronic Arts
Worlds Artist

2014

- Established creative direction of art pieces by creating 3D concepts in Maya.
- Spearheaded visual style development and preproduction for entire environments.
- Involved in introducing a new PBR look and workflow to the world art team.
- Created 3D environments for a *Plants vs Zombies Garden Warfare 2* in Frostbite
- Created high quality models from environments to vehicles, props and more.

Gearbox - Blackbird Interactive

2014

Senior Artist

- Acting as a Senior Generalist Artist I worked on all aspects of *Homeworld: Deserts of Kharak* that need art; including modeling, texturing, VFX and lighting
- Spearheaded look development on Mesh based and particle based VFX systems.
- Guided studio development of art pipeline and tools using 3D Max, Photoshop and Unity. Technical development of shaders and look in Unity Engine.
- Modeled, textured, and rigged detailed 3D vehicles for a vehicle fantasy RTS.

Legendary Pictures - The Third Floor

2013 - 2014

Previs Shot Creator, Previs Asset Builder

- Creatively shot and animated previs film sequences for a major feature film; *Warcraft (2016)*, directing composition, pacing and cinematography of shots.
- Created shots by composing 3D assets, environments, lighting and animating characters, cameras and background elements.
- Built environments, characters, props, lighting and vfx for a major feature film.
- Created previs in Maya from storyboards and script. Managed shots in Shotgun

Zema Gamez

2012 - 2013

Lead 3D Artist

- Acting as the 3D Lead and Principal 3D Artist on the team, I was responsible for performance budgeting, scheduling and laying out the development pipeline.
- Established Art Direction, asset creation, design and technology and workflows.
- Mentored junior staff, provided scheduling guidance to a interdisciplinary team.
- Investigated, chose and implemented Unity as the studio's engine technology.
- Solely responsible for modeling, texturing, lighting, visual effects, level design, and assembling all environment assets on several multi-platform mobile titles.

Gener8 Digital Media

2011- 2012

Modeler & Animator

- Modeled and animated stereoscopic 3D characters and environments for feature films including; *Prometheus, The Amazing Spider-Man 2, Ghost Rider* and others.
- Created stereoscopic 3D elements in Autodesk Maya for major motion pictures.
- Modeled and animated 3D assets to match film plates for stereoscopic conversion.

Electronic Arts
Cinematic Artist

2010

- Created cinematic scenes for *Fight Night: Champion's* non-interactive story scenes using Maya camera tools and motion capture data.
- Established direction for scenes and shots from script, creatively shot cameras and coverage, made preliminary edits and collaborated with editors for final cuts.
- Acted as a liaison between the Environment Art team and the Cinematic Camera team when creating virtual sets for motion capture.
- Worked with interdisciplinary team, teaching peers technical tools and workflows

Activision - Radical Entertainment
Junior Artist/Designer

2008 - 2010

- Designed and created world geometry and placed props to facilitate gameplay.
- Created props from concept, adhering to the style of the game and existing assets.
- Created game design documentation, pitching new game mechanics and gameplay scenarios. Provided design balance feedback and documentation.
- Learned the export\import process to take raw assets from Maya to functional assets in game using Radical's proprietary technology.

Education:

The Art Institute of Vancouver
Diploma in Game Art & Design

Graduated 2008

- Created a successful game prototype using the Unreal Engine with peers
- Lead a small group of peers in designing an original board game.
- Created from concept to completion a graduating 3D Art demo reel.

Cariboo Hill Secondary
High School Diploma

Graduated 2006