

Daniel Klug

Los Angeles, CA
818.321.4472

Daniel.J.Klug@gmail.com

www.DanielTheAnimator.com

EXPERIENCE

January 2012 - Present: Character Animator, Walt Disney Feature Animation Studio (Burbank, CA)
Animated on *Wreck-It Ralph* and *Frozen*. Currently animating on the next upcoming film, *Big Hero 6*.

July 2010 - October 2011: Character Animator, Rhythm & Hues (El Segundo, CA)
Animated on *Hop* and *Alvin and the Chipmunks 3*, both are hybrid live-action/animation films.

April 2010 - July 2010: Animator & 3D Generalist, The Mill LA (Los Angeles, CA)
Arguably the top commercial post-production house in the world, my time freelancing at The Mill's LA studio was spent on such creative endeavors as creating futuristic satellite-dish transformers for the Verizon rebrand, cleaning models for the Metroid: Other M spot, and carving baseball players out of sand dunes for a Major League Baseball promotion.

December 2004 - December 2009: Senior Designer, New Wave Entertainment (Burbank, CA)
Although Senior Designer was my ending position at New Wave, during my five years I ran the gamut from Animator to Technical Director up to 3D Generalist and Art Director. New Wave's focus was on interactive DVD menus, film titles, broadcast titles, promotional packages, and kinetic television bumpers. We counted Sony, Fox, and Walt Disney Studios among our top clients.

EDUCATION

<p>the Animation Collaborative September 2011 - January 2012 Advanced Studies in Character Animation</p> <p>iAnimate.net Online Animation School August 2010 - September 2012 Advanced Studies in Character Animation</p> <p>AnimationMentor.com Online Animation School March 2008 - September 2009 Advanced Studies in Character Animation</p> <p>Gnomon School of VFX August 2007 - December 2008 Maya generalist</p>	<p>Mentored by:</p> <p>Mike Makarewicz - Pixar</p> <p>Ken Fountain - Dreamworks Jamaal Bradley - Dreamworks Luke Randall - Dreamworks</p> <p>Elliot Roberts - ILM Steve Cady - Weta Digital Nick Bruno - BlueSky Studios Nicole Herr - Sony ImageWorks Jed Diffenderfer - Dreamworks Sean Sexton - Dreamworks</p>
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SPECIALTIES

- Character animation
- Visual effects supervision
- Lighting and compositing
- Proficient in Maya, Adobe After Effects, and Adobe Creative Suite (Photoshop and Illustrator)
- Experience working on Mac, PC, and Linux platforms
- Basic programming in MEL, HTML, PYTHON, and PHP