

Resumé - Daniel Bohrer

Personal Information

name: Daniel Bohrer do Nascimento
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Work experience

January 2011 – Current: **Art/Animation Lead** at the Centre for Digital Media | Client: **Ubisoft Vancouver**.

- Industry project, part of Masters program. Upgrading Facebook game.
- Character design, storyboarding, co-designing new and adjusting current game mechanics.
- Producing art and animation assets.

March 2009 – September 2010: Full-time **freelancer artist and owner of Kindo**.

- Creative Direction and 3D generalist artist acting in several areas of 3D content development.

February 2009 – July 2009: **Computer Graphics instructor** at the University of Santa Cruz do Sul (UNISC), Brazil.

- CG course for the 7th Semester of the Audiovisual Media Bachelor's Degree program.

March 2008 – February 2009: **Lead 3D Artist** at Santa Motion, Brazil.

- Creative Direction contribution.
- Software Pipeline and workflow development for the 3D department.
- Management of 3D department's internal and outsourcing demands.
- 3D Artist specializing in Modeling and Texturing.

November 2006 – April 2007: **3D Artist** at Santa Motion, Brazil.

- 3D Artist, acting on all areas of the Motion Design production pipeline, focusing on concept development, modeling, texturing and rigging.

September 2003 – November 2003: **Art Director** for the short film "1969" by Mauricio Canterle and Manolo Zanella.

October 2002 – December 2002: **Assistant Art Director** for the short film "O Outro Lado" by Rodrigo Piccini.

Education

September 2010 – Current: **Masters Degree in Digital Media** at the Centre for Digital Media in Vancouver, Canada.

June 2007 – December 2007: **Digital Character Animation certification** from Vancouver Film School.

June 2007 – December 2007: **Autodesk Maya certification** from Vancouver Film School.

March 2003 – December 2006: **Graphic Design Bachelor Degree** from the Federal University of Santa Maria, Brazil.

August 2002 – December 2002: **Extension program in Digital Cinema** at the Federal University of Santa Maria, Brazil.

Workshops and internships

February 2010 - April 2010: Advanced Photorealism with Mental Ray with Boaz Livny, online.

August 2006: Workflow overview with Fausto de Martini - Blizzard Entertainment.

August 2006: Workflow overview with Krishnamurti M. Costa - Lucasfilm.

August 2006: Workflow overview with Casablanca studios, Brazil.

October 2005 - August 2006: Technological Initiation scholarship.
In a project to model, rig and animate real-time characters.

Awards and recognition

Dope 3D of the Month Award for collaborative project "Feuer und Wasser", 2010.

Dope Award for collaborative project "Feuer und Wasser", 2010.

CG Arena Excellence Award for collaborative project "Feuer und Wasser", 2010.

Front page position at 3d4all.org online forum for collaborative project "Feuer und Wasser", 2009.

"La vie" selected for **screening at the Tehran International Animation Festival**, 2009.

Cover article in "VFS in Focus" magazine (February/March, 2008) on the animated short film "La Vie", Vancouver Film School, 2008.

Article in "FutuRéale" magazine (May,2008) on the animated short film "La Vie", Vancouver Film School, 2008.

Front page at 3dtotal.com news section for animated short film "La Vie", Vancouver Film School, 2008.

Front page position at 3d4all.org online forum for animated short film "La Vie".

Best Art Direction award for the short film "1969" by Mauricio Canterle and Manolo Zanella at the Santa Maria Video and Cinema festival, 2004 edition.