

Daryl Stefanski

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Skills:

- Autodesk Maya
- Photoshop
- Illustrator
- After Effects
- Final Cut Pro
- Word, Power Point, Excel
- Customer Service
- Graphic Design
- Modeling/Texturing/UV's
- 2D/3D Animation
- Mac/PC Experience

Employment History:

Immersion Media, Fayetteville, NC:
3D Animator / Multimedia Producer

June 2015 – August 2015

Projects:

- How to repair UCL - Tommy John Surgery Video
- Marginal Profits - After Effects Video
- Soccer Rules 3D Demo Video

Role and Responsibilities:

- Communicate to employees through Skype messages, email, and phone on a daily basis.
- Present detailed storyboards. Collaborate as a team to create ideas, graphics, and animations. And finish projects on strict deadlines.
- Create 3D models and animations of surgical tools, characters and parts, using Key Frame and MoCap Data. Create 2D After Effects animations, renderings, sound edits, and videos.
- Programs Used - Autodesk 3DS Max, Photoshop, Illustrator, and After Effects.

3D Animator (Freelance):

November 2014

Projects:

- Commercial Spot: Paint Products - Yemen

Role and Responsibilities:

- Communicate and send ideas, storyboards, concepts, and animations to clients through email, phone, and Skype.
- Meet strict deadlines. Maintain and update project files. Send updates and finished versions to client.
- Programs Used - Autodesk Maya

Bill Fox GM - Chevy, Rochester, MI:
Porter

January 2014 – May 2015

Role and Responsibilities:

- Programs Used - Autodesk Maya
- Provide customer service by driving cars from the service lanes to mechanics for auto repairs and maintenance.
- Communicate with service writers, mechanics, and customers about handling cars, parts, concerns, and questions.
- Provide customer shuttle service. Through phone conversations ask for their location, pick up and drop off customers.

**Pixo Entertainment, Southfield, MI:
Animator (Contract)**

March 2013 - October 2013

Projects:

- Stan Lee's - Chakra the Invincible: Stan Lee, Pow Entertainment, Graphic India, Pixo Ent.
- Don Cheto Animated Series: Youtube, Don Cheto

Role and Responsibilities:

- Provide creative solutions for animations, scenes and episodes. Coordinate with team and other departments to complete multiple tasks. Communicate to employees through Skype messages, email, and phone on a daily basis.
- Meet multiple strict deadlines. Maintain a consistent style and design throughout multiple projects.
- Create 3D animations, using Key Frame. Animate and create graphic comic illustrations using after effects.
- Programs Used - Autodesk Maya, Photoshop, and After Effects.

**Reactor Zero, Saline, MI:
3D Animator/ 3D Artist (Contract)**

August 2012 - February 2013

Projects:

- Tactical Driving Simulation (TDS)

Role and Responsibilities:

- Create 3D character animations, levels, and environment assets. Coordinate with team and other departments to complete multiple tasks. Communicate with lead artists make sure designs are ready for clients.
- Model and texture props, using their “in house” game engine to build levels and environments.
- Programs Used - Autodesk Maya, and Photoshop.

**Loudbaby, Ferndale, MI:
Multi Media Designer**

May 2011 - July 2012

Projects:

- Chrome Bumper Films: Website, and Graphics
- KMS (Kevin Saunderson): Website, and Videos
- The Weave Shop: Website, Videos, and Graphics

Role and Responsibilities:

- Communicate to clients and employees through Skype messages, and email on a daily basis. Answering emails and phone calls discussing product details to meet customer orders.
- Design graphics for use in promotional events, posts, and content on social media sites.
- Create web designs, layouts, graphics, illustrations, posters, e-blasts, photo edits, and video editing/retouching.
- Programs Used - Wordpress, Final Cut Pro, Fireworks, Dreamweaver, After Effects, and Photoshop.

**Giant Dolphin Pictures, California:
3D Artist and 3D Animator (Freelance)**

May 2011 - February 2012

Projects:

- The Looking Planet: Award winning short film by Eric Anderson.

Role and Responsibilities:

- Communicate to client through Skype messages, and email on a daily basis. Sending detailed messages, videos, and images for the project. Answering emails discussing product details and updates.
- Apollo Footprint and Tiktaalik Creature.
- Programs Used - Autodesk Maya, Zbrush, and Photoshop.

Kmart Corporation, Troy, MI:

April 2006 - September 2009

Customer Service Specialist/Electronics Dept.

Role and Responsibilities:

- Electronics sales/service specialist and cashier. Help customers with any electronics questions. Communicate and sell products to customers. Answer phone calls for the electronics department.
- Train new employees.

Education:

College for Creative Studies, Detroit, MI:

2008 - 2012

Bachelor of Fine Arts (BFA), Animation - 3D