

DANIEL MARSH

3D ANIMATOR AND ARTIST

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EDUCATION

2008 - 2012

Integrated Masters Degree
Animation M(art)
First Class Honours
Sheffield Hallam University

2006 - 2008

A Levels
Tupton Hall Sixth Form

- Art
- Maths
- Biology

EMPLOYMENT

November 2015 - Present

Animator

Creative Assembly - Horsham UK

- Creating in-game animations
- Mocking-up mechanics
- Working with coders/designers
- Engaging in feedback meetings
- Creating basic Python tools

June 2012 - October 2015

Animator/Artist

Fuzzy-Frog - Nottingham UK

- Animation
- Rigging
- Modelling and texturing
- UI design

November 2011

Work Experience

Red Star 3D - Sheffield UK

- Modelling scenery assets
- Engaging in daily peer review meetings

SKILLS

3D animator with an excellent understanding of posing, composition, and movement. Experienced with key-frame animation and editing mocap data to bring characters to life. Ability to think creatively and technically when animating for gameplay and skilled in collaborating with designers and programmers. Flexible planning and foresight skills gained from time with development pipelines and deadlines.

PROJECTS

2015 - Present

Halo Wars 2

Xbox One/PC Real Time Strategy
CA/343 Industries/Microsoft

2014 - 2015

Ronaldo & Hugo: Superstar
Skaters

Mobile Endless Runner
Hugo Games/Fuzzy-Frog

2013 - 2014

Real Scary Spiders*

Pet Tarantula Simulator
Animal Planet/Fuzzy-Frog

*Winner of Best Animation &
Gaming Project

Digital Entrepreneur Awards 2014

2012 - 2013

Phobia Free / Stress Free

NHS Approved Medical Apps
Virtually Free

SOFTWARE

- Autodesk Maya
- Autodesk 3DS Max
- Autodesk Motionbuilder
- Adobe Creative Suite