

Daniel Silveira do Nascimento

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Portfolio: DanielSND.com

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I am a **Technical Artist / Game Developer** with a great passion for games and skills that cover all aspects of game development. I have made over 20 games including personal side projects, game jams and school projects (4 of these games finished in the top 10 of Ludum Dare). I also enjoy teaching, and always make time to mentor classmates, give talks and workshops on game development, write articles/blogs and create video-tutorials for Youtube.

Skills

- **Modeling, UVing, Texturing, Rigging, Animating** using Autodesk Maya.
- **Painting and Compositing** using Photoshop and After Effects.
- **Programming and development** in C# (Unity) and UnrealScript (UDK).
- Able to work diligently in fast-paced environments and quickly adapt to new software.

Game Development Experience

Personal Game Project - [Rocket Fist](#) February 2015 - Ongoing

- Currently developing a game in my free time and keeping a devlog updated with its progress.

Masters of Digital Media [Industry Project - Blanket](#) January 2015 - May 2015

- Collaborated with other students in The Centre for Digital Media to create a game for an industry client.
- Worked in an agile environment with weekly client meetings producing several small prototypes which eventually narrowed down to a more polished vertical slice.

Global Game Jam 2015 - [Scooping with the Fishes](#) January 2015

- Collaborated with another programmer and an artist to create a narrative-style game.

Global Game Jam 2015 - Pre-jam Workshop "[Quick 3D Art for Game Jams](#)" January 2015

- Gave a one hour talk covering tips & tricks to create quicker 3D art using Maya and Photoshop.

Ludum Dare 31 Game Jam Project - [Bugged Out](#) December 2014

- Created remotely in 72 hours with 2 others and praised for its art, which was my responsibility.

Vertical Slice Game Project - [Alva the Mighty](#) October 2014 - November 2014

- Collaborated with other students in The Centre for Digital Media creating a vertical slice of a game.

The Bella Project Game Jam - [Brick Bandits](#) October 2014

- Developed a game in 48 hours with a team of 2 others for [The Bella Project Game Jam](#).
- Designed to assist with Cystic Fibrosis treatment, using a PEP-mask connected to an Arduino.

Asset Store Game Kit - [Coop Action Game Kit](#) August 2014

- Developed and released a co-op action game kit for the asset store in one week with original artwork.

Ludum Dare 30 Game Jam Project - [This Little Piggy](#) August 2014

- Released an [art timelapse video](#) showcasing the whole art development process. Featured in a [Rock Paper Shotgun article](#). Was awarded Fifth Place out of 1005 games.

- Personal 24 hour Game Project - [Gol da Alemanha Simulator](#)** **July 2014**
- Developed a [comic game](#) alone in 72 hours about the Brazil Vs Germany soccer game.
 - The game went viral in Brazil being covered by several [online publications](#) and [youtubers](#).
- Introduction to 3D Game Development talk** **June 2014**
- Gave a two-[hour introductory talk](#) about 3D game development with Unity in a Brazilian bookstore.
 - Produced a simple game with original art assets created entirely during the talk.
- iOS/Android Game - [Candy Chomper](#)** **June 2014**
- Learned more about the process of creating a game for mobile devices by releasing a title in one week. This puzzle game features procedural level generation and an unconventional character rig.
- YouTube [3D Art Tutorial Channel](#)** **May 2014**
- Created a series of Youtube video tutorials teaching my process for creating low-poly 3D art for games.
- Collaborative 15 hours Jam Project - [Go Home You're Drunk](#)** **May 2014**
- Game created in remote collaboration with a programmer and a Music Composer/Sound Designer.
 - The whole development process [was streamed on Twitch](#) over the course of 3 days in 5 hours stretches.
- Ludum Dare 29 Game Jam Project - [Infection](#)** **April 2014**
- Placed 7th out of 1004 games. I wrote a [postmortem](#) describing the art creation process and recorded the [whole process](#) in [timelapse](#) videos. [Featured](#) in the [A MAZE festival](#) in Johannesburg.
- iOS Game - [Heget](#) September 2013** **November 2013**
- A dual stick shooter developed and released in the [Apple App Store](#) for iPhone and iPad.
- Ludum Dare 27 Game Jam Project - [Antidote](#)** **August 2013**
- Placed 3rd out of 776 games with a special mention for the art, which I was responsible for.
 - [Interviewed by IndieGames.com](#) about the artistic process, and wrote a [postmortem](#) about it.
- Personal Project - [ElemenTale](#)** **July 2013**
- Created a vertical slice using **UDK**, working on all the aspects of game production.
 - Was a [finalist](#) in the Brazilian games festival "**SBGames 2013**" in the category WIP
- Animator, Trendy Entertainment** **February 2013 – April 2013**
- Animated a [Trailer](#) for Dungeon Defenders 2 working remotely [under direction](#).

Education

- Master Degree, Centre for Digital Media - Master of Digital Media** **September 2014 – Ongoing**
- Worked with several teams of students to provide solutions for various industry clients.
 - Learned about team-work in an agile environment and several project management techniques.
- Diploma in 3D Animation and VFX, Vancouver Film School** **June 2011 – June 2012**
- Worked with other animators to complete our individual thesis short-films, while learning the pipeline between different aspects of film production, including animation, modeling, rigging, and compositing
- BA in Advertisement, Universidade Salvador, Brazil** **January 2007 – December 2010**
- Worked with a group of 10 people over the course of one year to create a thesis advertisement campaign.
 - Conducted controlled surveys, research, and development based on a real product.