

Daniel Forrest Tritton

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Summery

Deep understanding of digital & vector graphics, Proficient in 3D software.

Education

Art Institute of California - BA in Game Art & Design 2012-Present (Expected 2018)
Ohlone College – Certificate in Game Development of Computer Games 2010
Mission Valley ROP – Certificate in Graphic Design with an emphasis on 2D images and web pages 2003

Awards

"Best in show & 3D Modeling" Ohlone College Multimedia Festival, 2010
"Game Development Leadership" Ohlone College Multimedia Festival, 2009
"1st Place – 3D Modeling" Ohlone College Multimedia Festival, 2007
"Most Honorable" Ohlone College Multimedia Festival, 2005
"Student of the Year" Mission Valley ROP Digital Graphics Program, 2000

Technical skills

Autodesk Maya

Autodesk 3DS Max

ZBrush

Photoshop

Illustrator

Dreamweaver

HTML

CSS

UI Design

Work Experience

Freelanced Graphic Artist Present

- Graphic design skills
- Advanced 3D graphics
- HTML & CSS
- Printing

CeX Ltd. - Store Manager 2016 - 2017

- Managed a team of 10 store employees
- Responsible for schedules, payroll, and opening and closing procedures
- Examined merchandise for purchase
- Worked sales and register

Jowdy Photography 2015 - 2016

- Photograph fans with high quality standards
- Get a minimum of 245 photos per shift

Polaroid FotoBar Manager 2014 - 2015

- Managed employees
- Assisted customers with sales
- Printed custom polaroids and pictures
- Responsible for opening and closing duties

Sound Iron 2013 - 2014

- UI Design and layout.
- 3D modeling.
- Rendered with animation and lighting.
- Texture artist with texture baking.

Academy of Art University Lab Tech 2011 - 2012

- Assist students with 3D modeling projects
- Updated and maintained general computer functionality
- Worked with large format printers
- Provided various troubleshooting solutions on hardware & software for students and employees
- Maintained printers, fixed paper jams, etc.

Innovation Games Corp - Graphic Designer 2010 - 2011

- Worked in a startup environment
- Created images for iPad software
- Designed various types of different graphical images for many clients

Ohlone Game Development Club 2008 - 2009

- Collaborated within and lead a student game design group using Source SDK and Unreal Engine
- Created levels, 3D models, concept art
- Designed game mechanics

OfficeMax Impress – Printing and Graphic Design 2005 - 2006

- Worked with customers to produce unique and attractive print graphics
- Transitioned files from customers to computers for printing
- Assisted customers in photocopying large documents
- Bound various documents including reports and books