

Daniel Joel Newman - Production Artist

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Roles

Production Artist | Feb. 2017 - Present

Standing Stone Games, Needham, MA

- Generated 3D assets, avatar cosmetics, character models
- Developed 2D concept art
- Performed engine integration & weighting tasks

Art Outsourcing Coordinator | Nov. 2015 - July 2016

Avalanche Software, Disney Interactive, Salt Lake City, UT

- Art-directed hundreds of 3D game assets from concept to modeling
- Documented 3D modeling workflows
- Completed modeling, texturing, concepting, and level-rendering tasks
- Worked with IP stakeholders to address creative feedback

Art Outsourcing Intern | Nov. 2014 - Nov. 2015

Avalanche Software, Disney Interactive, Salt Lake City, UT

Graduate Teaching Assistant | Sept. 2012 - June 2014

Digital Media Department, Drexel University, Philadelphia, PA

Releases

Lord of the Rings Online

- Mordor Expansion | July. 2017
- Legacy of the Necromancer | Mar. 2018
- Where Dragons Dwell | Oct. 2018
- Legendary Server | Nov. 2018

Dungeons and Dragons Online

- Mists of Ravenloft Expansion | December. 2017
- Dawn of the Dragonborn | Mar. 2017
- White Plume Mountain | July. 2018
- Cloaked in Darkness | Oct. 2018

Disney Infinity 3.0 Franchise | Aug. 2015

- Disney Infinity 3.0: Twilight of the Republic | Aug. 2015
- Disney Infinity 3.0: Inside Out | Aug. 2015
- Disney Infinity 3.0: Rise Against the Empire | Aug. 2015
- Disney Infinity 3.0: The Force Awakens | Dec. 2015
- Disney Infinity 3.0: Marvel Battlegrounds | Mar. 2015
- Disney Infinity 3.0: Finding Dory | Jun. 2015

Animating Ancient Ontogeny | June 2014

- Graduate Thesis Animation Project

Stompster the Monster | June 2014

- Graduate Game Project - Served as Art Lead

Mystery of the Incognitum | Apr. 2014

- Research Game Project - Served as Art Lead

Skills

Autodesk Maya (9 yrs)

Zbrush (9 yrs)

Adobe Photoshop (10+ yrs)

Illustrator (8 yrs)

After Effects (10+ yrs)

Unity

3D Coat

Headus UVlayout

Keyshot

XNormal

Substance Painter & Designer

Perforce

Education

Drexel University June 2012 - June 2014

Philadelphia, PA

Master of Science in Digital Media

Rhode Island School of Design Sept. 2009 - June 2012)

Providence, RI

Certificate in Natural Science Illustration

Providence College Sept. 2005 - May 2009

Providence, RI

Bachelor of Science in Biology

Minor in Studio Art

Blackstone Millville Regional HS

September 2001 - June 2005

Blackstone, MA

High School Diploma

Activities & Awards

Field Work Volunteer | Mar. 2016 - Natural History Museum of Utah

Presenter | Aug. 2014 - Association of Medical Illustrators

Philly Game Jam | 2013

Drexel ACM SIGGRAPH | 2012-14 - Student Chapter

Maxis Adventure Camp | May 2009

Achieved Rank of Eagle Scout | 2004