

Daniel Ozuna - Character Artist

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Education

Miami-Dade College

A.S. in Animation and Game Art

Aug 2018 – Apr 2020

Full Sail University

B.S. in Computer Animation

Sep 2021 – Dec 2022

Work Experience

Miami-Dade College (M.A.G.I.C. Program), 3D Modeling Tutor

Oct 2023 - Current

- Assist students with understanding programs such as:
 - Maya, Zbrush, Substance Painter, Photoshop
- Create assets that the program might need
- Create workshops to better help students better understand concepts or programs

Freelance 2D/3D artist

2017 - Current

- Creating illustrations of commissioned characters
- Creating and editing 3D character models for online video games
- Creating character concepts

Armed Forces Game Jam (Base Crash), 3D Modeler

Sept 2022

<https://ult.itch.io/basecrash>

- Modeled, Textured, and UV'ed assets
- Named and Organized files to be sent to Unity for implementation
- Created ideas and concepts to be put in the game

Animated Short (What's the Buzz), Producer and Animator

Apr 2020

<https://www.youtube.com/watch?v=ms7EAah3h-o&t=10s>

- Managed assets, shots, and scenes using Shotgrid
- Animated and assisted with shots and scenes
- Created ideas and storyboarded for final animatic

North Miami Beach Library, Assistant Librarian

Jan 2023 – Sep 2023

- Assisted in organizing and preparing for events
 - Assisting patrons and staff with technical issues
 - Created and reorganized young adult area for better use
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Skills

Technical: Maya, Blender, Zbrush, Substance Painter, Adobe Photoshop, Clip Studio Paint, Unreal Engine, Adobe After Effects, Microsoft Office, Discord, Microsoft Windows,

Creative: Studied character art for over 6 years and understand anatomy and composition. Talented at creating concepts for character designs as well as action and emotion.

Languages: Fluent in English, can understand some Spanish.