

DAN ARAN
Digital Designer
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WORK EXPERIENCE

B&H Photo Video

August 2020 - Current

- *Purchase Order Processor*
Review and input purchase orders from different companies into the company system as orders and speaking with client through email as needed on a case by case basis

Bright River USA LLC

June 2018 – November 2020

My role at Bright River has evolved over my tenure at the company. My experience spans not only quality control and 3D intake but also client success and onboarding. I also spent a total of 6 weeks across two trips at the company's headquarters in the Netherlands; the only employee in the New York office asked to do this during my time at the company.

- *Intake & Onboarding Manager / Client Success Manager*
Speak with new clients brought in by the sales team to create specification documents for image and video post-production. Connect with clients and post-production teams to ensure all aspects of workflows are followed and understood by both parties. Create videos and examples to better train the team if needed
- *Quality Controller*
Check, confirm and advise teams of worked images and videos and provided feedback to global teams if specification documents were not followed properly.
- *3D Intake Coordinator*
Inaugural member of the team and assist in the creation of the company's 3D department. Create specification documents for the 3D processing team based on client conversations. Participate in the creation of 3D models, materials/textures or renders.

Method Retouch

October 2020 & February 2021

- *Freelance 3D Designer*
Edit already created 3D models to have proper proportions, and topology. Also add textures to match the real world references.

Escape Art Apps

September 2017 – January 2018

- *Freelance Graphics Designer*
Develop 3D Game assets with Cell shading for video games using Blender

SKILLS

	<u>Software</u>	<u>Services</u>
<i>Advanced Capabilities</i>	JIRA/Confluence, Maya, Mudbox, Photoshop, Salesforce, Substance Painter, Zbrush	Image Post-Production, Quality Control, 3D Modeling, 3D Sculpting
<i>Working Knowledge</i>	3D-Coat, Illustrator, Substance Designer, V-Ray Renderer	Blendshapes, Character Design, 3D Lighting, Texture creation, UV Layout, 3D Rendering

EDUCATION

Rochester Institute of Technology, Rochester, NY

- Bachelor of Fine Arts (May 2017)
- Major in 3D Digital Design