

Daniel Wolters

2356 North Wozniak Road • Michigan City, Indiana • 46360

CELL (219) 561-1976 • E-MAIL danwolters@yahoo.com

PROFILE

Artistic Theory, I have a strong eye for composition and details, and I create in that order. Very much aware of anatomy when creating characters and creatures. I also enjoy creating environments for characters to inhabit. I always keep in mind that characters and their environments go together in order to create a sense of unity – and conversely a sense of strangeness by adding elements that don't quite belong.

Teamwork, I have a long history of working with people. Between the years 1997 and 2006 I worked in elementary school as an assistant to kids with various life issues. And their parents, and their teachers - lots of different people and many wills, all the time. I've honed my people skills, and being attentive to the needs and opinions of others.

As for any project, I put a lot of trust in the concept artists, and the art director. I have my own style which I gladly bring to a project during its planning/brainstorming stage, but after that the AD's word is final. I'm quite capable of closely mimicking the style of others. I love sinking my teeth into concept art, and making renditions that match that of the concept artist as closely as possible, don't to the most minute detail. The success of the project becomes my success.

EDUCATION

Associates of Visual Communication (2007 - 2011)

IvyTech Community College SouthBend 220 Dean Johnson Blvd, South Bend, IN 46601, United States

Graduated 2011

Bachelor of Fine Arts (BFA) (2011-2015)

Indiana University South Bend, 1700 E. Mishiwaka Ave, South Bend, IN. 46615, United States

Major: Sculpture (Figurative, both traditional tactile, and digital modeling.

Minor: Integrated New Media Studies.

Graduated 2015

SKILLS

3D Software

3D Studio Max 2017 **Mudbox** **Blender** **Bryce 7**

Adobe CC Software

Photoshop **Illustrator** **After Effects** **Premiere**

Music & Sound

Propellerhead Reason **Sound Studio 3.5**

Other Software

Flame Painter 4 **Substance Painter 2021** **Piskel** (pixel anim.)

Systems

Win10-11 **MacOS**

Life Skills

highly social outgoing, open to new ideas, interested in the views and ideas of others. Critical thinker. Able to express view points without emotion clouding my judgment.

multi-lingual 100% fluent in Eng/ Swe. Highly verbal, put thoughts into text with ease.

high EQ attentive, tolerant, openminded, empathy with others

Problem Solver work well with limitations, adept at finding work-arounds when faced with certain obstacles.

EXPERIENCE

Self Employed

2015 – present Online shop TheGamingGeeks, creating digital art, visual aids, and props for tabletop- and virtual tabletop RPGs. I've worked mainly as a miniature figurine sculptor, as well as creating digital environmental elements for isometric and top-down maps. Expanded in 2020, and am now applying my digital modelling skills to 3D printing and prototyping.

Freelance Graphic Designer Logos, business cards, product labels, convention booth displays, etc.

Freelance animator Motion graphics, game sprite animations,

2020 Animator (2D pixel)

Designed and animated the main character for a small indie game project currently in development. Created the entire move set of said character incl. Idle, walk, run, jump, wall jump, punch, kick, take damage, death, plus a variety of FX like motion swipes, lightning, fire balls, etc.

2007 – 2015 Took my Associate's and Bachelor's degrees in Art and Visual Communication.

2014 – Curriculum development

Helped head of sculpture program at Indiana University to develop a curriculum for a new class – Digital 3D Modeling Fundamentals, based on my own self-created curriculum. My professor saw the emerging importance in digital 3D modelling.

1996 – 2007 Elementary School system

Worked as an assistant to kids with ADD, ADHD, Asperger etc, in the Swedish Elementary school system, ages 7-12. Helping them focus on studies, helping develop social skills and exploring their strengths and coping with their weaknesses – sometimes even turning their supposed disability into an advantage.

Book Illustrator 2006

“If I Were an Archaeologist”, by R. A. Hapke. Designed and created digital artwork for the children's book. ISBN 1-4196-4370-3

- Using a variety of digital art programs, coordinated with author the layout and style for the storyline
- Designed the artwork for the front and back covers

2001 – 2002 Animator

“A Storm Is Coming”, Gothenburg, Sweden. Created an 3D animated cutscene for an indie game developer.

- Composed and arranged the soundtrack using Propellerhead Reason 3
- Designed, modeled and animated, and cut/edited the entire five minute sequence using (Strata Studio PRO, Bryce 6, Adobe After Effects)
- Currently on display through Deviantart.com

<https://www.deviantart.com/thunderborn/art/A-Storm-Is-Coming-323425662>

PUBLICATIONS

2012-2014 Had various sculptural work featured in the **Aspire Magazine**

REFERENCES

Kristi Clark, Owner
Clark's Secret Garden
504 Eastwood Road
Michigan City, IN 46360
Phone: [219-210-0544]
Email: kristisclark@sbcglobal.net

Andrew Bell, Assistant Professor of Visual Communications
Ivy Tech Community College
220 Dean Johnson Boulevard
South Bend, IN 46601
Phone: [574-289-7001]
Email: abell@ivytech.edu

Sinan Erez, Owner
Worst Practices
Email: sinanerezw@gmail.com
Email 2:

Fredric Corneliusson, Owner
Nayad AB
Stora Ävägen 21
436 34 Askim
Org. Nr: 556773-7340
Email: fc@nayad.se
Phone: +46 708.31.31.35

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[**danwolters@yahoo.com**](mailto:danwolters@yahoo.com)

• PORTFOLIO: DanWolters.weebly.com