

Daniel Warom
Authorized to work in the US and UK

RELATED EXPERIENCE

Crowd Developer – Various Animated Features Dreamworks Animation SKG Jun 09 - Present

Exclusively developing Massive Crowd Agent solutions for "procedural performances" including brain building, action processing, cloth simulation and shot work.

Assisting in developing Massive pipeline, training shot artists in Massive.

Massive TD – 2012 Freelance at Six Foot Duck/Uncharted Territory Apr09 - Jun 09

Shot work, pipeline development and lighting of shots under an extremely demanding schedule.

Lead Crowd / Environment TD – GI Joe CIS Hollywood, Hollywood, Oct 08 - Apr 09

Working with a team of freelancers to bring to life two large CG environments to life overseeing modelling, texturing, shader creation and layout setup for both set and Massive assets.

Responsible for the creation of a comprehensive Massive asset library containing custom actions, Massive Dynamic simulations including Smart Stunts and vehicle rigs.

Lighting and rendering of Massive Elements, props and vehicles.

VFX Artist - The Curious Case of Benjamin Button Asylum Visual Effects, Santa Monica, Mar 08 – October 08

Working closely with senior Houdini TD in building a dynamic library of floating assets that conformed to high resolution ocean fluid simulations and implementing these simulations in 75 separate shots.

Massive simulation for two period crowd shots involving a new Texture & Geo library and brain design.

Fluid Simulations: Ocean Surface in Houdini, Mist & Cloud effects in Maya and water/geo interaction in Reallflow.

Lead Massive TD – Nike Fate Asylum Visual Effects, Santa Monica, August 08 – October 08

Responsible for populating the Qualcomm and High School stadiums with Massive agents, including brain development and layout.

Oversaw the development of the asset library for agent look development with a team of modeling/texture artists.

Lead Massive TD - Golf Pride Asylum Visual Effects, Santa Monica, Mar – Apr 08

Lead Massive TD - Target Asylum Visual Effects, Santa Monica, Dec 07 – Feb 08

Massive TD - Under Armor: Prototype Asylum Visual Effects, Santa Monica, Dec 07 – Feb 08

Primarily responsible for agent development including liaising with texture and modelers to obtain the exact look the client required for this Super Bowl exclusive commercial.

VFX Artist - National Treasure 2 Asylum Visual Effects, Santa Monica, Sept – Dec 07

Part of a 3-man Reallflow fluid effects team responsible for creating accurate water simulation assets.

Responsible for lighting and rendering shots in MTOR.

Tracking TD – Hannah Montana 3D, The Unborn, Hyundai Genesis, Friday 13th – Asylum FX , Sept 07 – Oct 08.

Effects TD - 10,000BC Double Negative, London, UK. Mar – Aug 07

Developed dynamic foliage systems for a jungle and bamboo forest sequence as part of an 8-man team.

Bamboo: Simulated in nCloth, Maya Dynamic Curves and a custom dynamic curve solver.

Created a library of foliage collision simulations to give the team turnkey solutions for generic foilage interaction

Tracking TD - Harry Potter and the Order of the Phoenix Double Negative, London, UK. Nov 06 – Mar 07

Assigned and proofed shots for a team of 12 matchmovers

Tracking TD - Stardust Double Negative, London, UK. Sept 06 – Nov 06

RELATED SKILLS

Experienced Crowd TD using Massive Crowd Simulation software in a production environment.

Comfortable leading small modelling / texturing and other Massive artist teams in production.

Experience in using SideFX Houdini 8 & 9 in production in both Lighting and FX.

Hair, Rigid/Soft Dynamic Simulations, Fluid and Particle Dynamic Simulations in Autodesk Maya.

Considerable experience using nCloth and Nucleus in a production environment.

Able to use MEL to develop pipeline tools for streamlining production tasks.

Using Renderman as a primary renderer with specific familiarity with MTOR/SLIM and Mayaman.

Comprehensive understanding of camera tracking principles in production.

EDUCATION

London College of Music and Media, London UK - BA Digital Animation Specialist, 1st Class Honours Degree, 2006.

Escape Studios Shake Complete Short Course.

References available upon request.