

# danielgreen

technical artist

## about

United Kingdom

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www.ngreen.org

## languages

native english  
some japanese  
some chinese

## programming

c++, c#, java  
python, mel  
html, css, & js  
latex  
opengl & directx 11

## software

maya, 3ds max  
nuke, after effects  
illustrator, photoshop  
unity, unreal 4  
git, hg, svn  
etc.

## profile

I am a naturally inquisitive programmer and artist. My primary areas of interest are rigging, tools development, compositing, and creative pipelines. I also occasionally work with various web technologies. I love to teach and live to learn.

## experience

- 03/17 - 07/17 **Technical Artist/Rigger** Q-Games  
Bridging art and tech teams. Designing and developing internal custom toolsets. Shaders and effects. Rigging development and testing. All around Renaissance Man.
- 02/15 - 02/17 **Part-Time Lecturer** Teesside University  
Alongside studying a full-time Master's degree, I assisted in teaching various modules of which included 3D graphics programming, physics programming, Unity, Unreal Engine 4, team-based game jams, 3D modeling, games history, and research-oriented classes. These spanned games programming, design, and art pathways. I also created and lead MEL and Python scripting workshops for final year students.
- 04/14 - 12/14 **Technical Artist** Vitei, Japan  
I made tools for artists and ensure they can operate smoothly, looking for new technologies which can ease their job. I made tools to smooth the pipeline, too. I also sometimes created art. I sometimes programmed gameplay, sometimes graphics.
- 06/13 - 09/13 **Researcher** Institute of Software Chinese Academy of Sciences, China  
A short-term research project at the Institute of Software Chinese Academy of Sciences. Developed a real-time solution for simulation, interaction, and separation of layers within multi-layered materials.

## education

- 2015-2016 **MA Computer Animation and Visual Effects - Distinction** Teesside University  
Studied various aspects of visual effects. I chiefly focused on pipeline development, tools, rigging, modeling, and motion capture. There was also significant work in traditional compositing (camera operation, green screen, tracking, and so on) requiring the rapid familiarization of a number of industry-standard software packages and hardware. My thesis is available here.
- 2015-2016 **MSc Computing - Distinction** Teesside University  
Covered research methods, pattern-driven development, software engineering processes. This was a half-course resulting in a PGC.
- 2010-2013 **BSc Computer Games Programming - 1<sup>st</sup>** Teesside University  
Covered essential and advanced aspects of games development, such as real-time graphics, physics programming, animation and simulation programming, low-level device programming, and engine design.
- 2008-2010 **BTEC ND Games Design, Level 3 - DDM** Middlesbrough College  
Introduction to the essentials of games development and design.

## awards

- |      |   |                     |
|------|---|---------------------|
| 2016 | <b>Teesside Careers Service Graduate of The Month</b><br>Awarded for outstanding usage of social media for networking | Teesside University |
| 2013 | <b>ExpoTees Games Programming Award</b><br>Developed an efficient, real-time, multi-resolution cloth simulation       | Teesside University |

## Publications

- |      |  |          |
|------|--|----------|
| 2016 | <b>Cross-Platform Cloth Simulation API for Games</b><br>Edutainment 2016 | Springer |
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