Daniel Molina Compositor :: Digital Artist e-mail :: daniel_25158@msn.com web :: www.danmolina.com

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cel :: 925-323-7588

Skills

Skills	Shake	Nuke	Photoshop	Commotion	MoKey		
	After Effects	Мауа	MatchMover	Illustrator	SynthEyes		
	Experience :: Film & televison: BluRay content Mac and or PC platforms.						
Employment							
	ZOIC Studios - Cu Project: Gillette C				J	anuary 2010	
	Used editors previz to create final motion graphics comp with added fx in After Effects.						
	Digital Dream VFXStudio CitySept. 2006 -October 2009Projects: The Pacific, Old Dogs, Crazy on the Outside, Mist, Amusement, Wild Hogs, Next, The Nativity Story, Spiderman 3.• Compositor, 3D, effects, clean up, roto• Comping 2D and 3D elements, creating/rendering 3D elements/effects, animation, layout, texture and lighting using Maya, 2.5D animation in AE, paint/clean up with use of MoKey, created graphic elements.						
	MX Entertainmer	nt - San Francisco			J	une 2005 - February 2010	
	Projects: Bolt bluRay / Ice Age The Meltdown bluRay / The Sentinel bluRay /						
	The Who "Tommy and Quadrophenia Live with Special Guests" / Usher "Truth Tour" • Utilized After Effects, Maya, Phototshop and Illustrator for the creation of various motion menus.						
	Achieved tasks include compositing, 2D and 3D animation within After effects, creation of simple						
	3D environments and texture, lighting and rendering them out of Maya. Asset creation and prep work						
for BluRay DVD titles; motion menu creation, design, PSD button animations							
	Rearden Studios				C	Oct. & Nov. 2005 / March 2006	
	Project: MoAd (Museum of African Diaspora) : Culinary Traditions Exhibit • Worked with After Effects and Photoshop to create photo composites that implemented subtle						
	2D camera moves and cross fades. Other tasks included green screen matte extractions and design.						
	Lieberman Produ	Ictions - San Francis	SCO		٨	/lay & June 2005 / Jan-August 2006	
	Green screen compositing and motion graphics for Sheer Cover and Pro Activ infomercials.						
	Rearden Studios				A	pril 2005	
	Project: Hanuman • Worked with After Effects in order to do roto and compositing work to achieve an 'appearing' effect.						
	• Worked with After Effects in order to do roto and compositing work to achieve an appearing effect.						
	Completed Internship :: Feb April 2005 Design thing is OK require wides fourth a band Halow						
	Project: 'Everything is OK music video for the band Halou • Assigned ten shots which included such tasks as keying and roto of HD plates and combining						
	them with Photoshop artwork in After Effects. Other tasks included tracking and animation.						
Education							
Luuco		ge for Digital Arts -	Emervville, CA		J	une 2003 - March 2005	
	Program provide	d instructions in Vis	sual Effects and Cor	npositing with the u			
	various software such as Maya, Photoshop and After Effects. Degree: Bachelor of Applied Science in Visual Effects and Animation						
		lege - Walnut Creek			S	ept. 1999 - June 2002	
Degree: Bachelor of Arts Degree in Design and Visualization							
Additional Skills							
	Painting	Drawing	Sculpture	• 6 yrs of manage	ment •	Proficient in Spanish	

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Replaced backround hills with matte painting. Re created blasts and smoke passes with various live elements. 2d tracking along with some roto.



Full CG backround replacement. Created digi matte painting with multiple smoke, blasts, flashes and hits. Incorporated cg ships. 2d tracking including hand tracking some parts.



Animated, textured, lit and renderd out cg arm and helmet. Comped passes into shot.



Added more explosions, 2d tracking and some minor roto of the guys runing in front of the added blasts. Added some smoke as well to the background.

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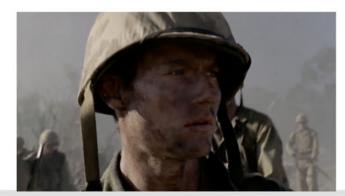
Added more explosions and smoke. Created clean plate to remove bg hill structures. Used moKey to track shot. Minor roto to add in fg guys.



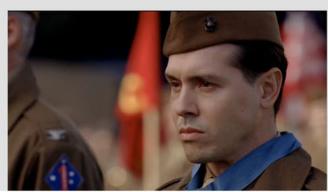
Intergrated multipass renders of CG plane. Made lighting adjustments and handled render passes for this shot as well as a few other in this sequece.



Added more explosions and dirt hits. Used moKey to track shot.



Smoke enhancement to BG, MG and FG. Some roto and soft keying techniques to create separation in Z space.



Removed blue ribbon from the other soldiers in this series of shots.