



DANIEL CAYNES

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EXPERIENCE:

REEL TALE – February 2022 to May 2022

Animator, Asset Creator

- For one of my university modules I gained some experience and knowledge of working in a professional environment with a client.
- I was responsible of the animation for 4 different shots containing 2 characters in a car
- I was also tasked with creating 2 building by my environment lead
- Working to strict schedules and meeting deadlines every week

Chichester Festival Theatre – 2017 Summer

Work Experience: Lighting, Set/Props, Editing

- I did some work experience at CFT in many departments on the show “Me and My Girl”
- I was tasked with doing some video editing and sound for the CFT Youtube channel and websites in an interview for the show with the director

Dropping – 2022 to Current

Animator, Environment Creator, Texture Artist

- Working with an independent client on a short for a TV show using Blender and Maya
- I built 2 stylized interior environments meeting the clients needs for their unique look
- I textured 3 different characters in Substance Painter

SKILLS:

- **Maya** - Asset Creation, Modelling, Texturing, Basic Rigging, Animation (eg: Character and Creature)
- **Photoshop** - Photo Editing, Texturing, Design
- **Unreal Engine** - Rendering, Environment, Basic Games Design
- **DaVinci Resolve** - Video Editing, Sound Editing, Colour Grading
- **Substance Painter** - Texturing
- **Blender** - Modelling, Texturing, Simulations
- **Zbrush** - Basic 3D Sculpting
- **Acting** – I studied acting for 4 years and love revisiting it when filming references and animating
- **Life Drawing** and Traditional Drawing Skills

EDUCATION:

- University BA (hons) 3D Animation & VFX from University of Chichester – 2020 to 2023
- College A-Levels in Photography, Media Studies & Drama and Physical Theatre – 2017 to 2019
- Secondary School Graduated 9 GCSE's from Felpham Community College – 2015 to 2017

CERTIFICATION:

- Full Driving License
- ECDL (European Computer Driving Licence)

PROFILE:

Some of my interests: Photography, Cycling, Video Games & TBBT, Films & TV, Playing Tennis, Drawing & Editing, My interest in photography lead me to explore many different ways of editing photos and videos, which introduced me to visual effects and subsequently animation (which I did do with Lego as a kid). Animation is such a unique way of telling stories and creating worlds in any genre, so in the future I would love to get the chance to make my own stories using the medium of animation.

References Available if Requested