DANIEL NOGUEIRA MILLEN

SENIOR GAME ARTIST | 3D GENERALIST | UNREAL ENGINE

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PROFILE

Multidisciplinary 3D artist and creative director with 12+ years in the entertainment industry across games, film, television, and animation, as well as marketing and advertising. Hands-on across modeling, sculpting, texturing, shading, animation, lighting, and rendering, with experience guiding assets from concept through Unreal Engine implementation and in-engine review. Combines character and environment development with production pipeline ownership, artist coordination, and technical problem-solving. Experience creating optimized environment assets, working across realistic and stylized visual styles, and collaborating with artists and technical teams through changing production priorities. Creates and develops AI-assisted asset creation pipelines, from concept art to production-ready assets.

3D ASSET CREATION / CHARACTER & ENVIRONMENT ART / ENGINE IMPLEMENTATION

PROFESSIONAL EXPERIENCE

HEDVAT Games | Creative Director, Echoes of Eden Jun 2025-Nov 2026

- Direct the visual identity of an original narrative action-adventure game, guiding character and environment design, cinematic presentation, and visual storytelling.
- Guide 3D asset development and Unreal Engine implementation from concept through in-engine review; coordinate artist workflows and technical collaboration across disciplines.
- Set creative priorities and visual standards for a multidisciplinary team, reviewing work for consistency and communicating direction throughout production.

FLOWER | Visual Effects Supervisor | Short Film, Contract Aug 2024-Sep 2024

- Supervised the creative and technical VFX pipeline from layout and previs through CG execution and final compositing, partnering with the director and production team on shot design and delivery.
- Directed modeling, texturing, shading, lighting, look development, animation, and compositing integration to maintain a consistent cinematic look across shots.

Marks | Senior CG Generalist, Freelance Oct 2023-Aug 2024

- Created photoreal product imagery and animation for Oreo and Colgate campaigns, shaping models, materials, lighting, and composition for commercial, digital, packaging, and marketing deliverables.
- Developed shaders, look development, lighting, and render setups; coordinated production handoffs with art directors, compositors, and marketing teams through final delivery.

Prodigious Australia | 3D Modeler, Freelance Sep 2023

- Modeled detailed products for Sunglass Hut marketing, matching design references and presentation requirements.

FuseFX | Senior CG Generalist Feb 2021-Sep 2023

- Delivered end-to-end CG for episodic and feature productions, including modeling, texturing, shading, look development, animation, environment layout, lighting, and rendering.
- Worked independently on fast-moving shots; collaborated with FX, animation, and Nuke compositing artists to resolve technical production issues and integrate CG into final imagery.

Selected credits: The Orville: New Horizons, Knock at the Cabin, TED, The Santa Clauses, Raising Dion, Shining Vale, The Fall of the House of Usher

The Third Floor | Previs / Postvis Artist Dec 2020-Feb 2021

- Translated scripts and storyboards into visual sequences, staging characters, creatures, props, vehicles, and cameras with attention to timing, scale, composition, and cinematic language.
- Animated cameras and CG elements, then lit, rendered, and composited shots against live-action plates for Disney+ / Marvel productions.

Selected credits: Ms. Marvel, Loki

MPC Film | Environment Design / Asset Builder Oct 2019-Mar 2020

- Built optimized, reference-led environment assets and layouts in Maya for Apple TV+ series Prehistoric Planet, balancing visual fidelity with real-time production requirements.

Encore VFX / Deluxe Entertainment | Senior CG Character Artist Mar 2018-Oct 2019

- Sculpted, modeled, and textured photoreal characters and props from client concepts; solved CG pipeline problems and managed multiple assets through changing production priorities.

Selected credits: Flash, Supergirl, Titans, and other productions

Swihart Studios | CG Supervisor Mar 2017-Mar 2018

- Established a CG production pipeline to improve artist handoffs, asset quality, and delivery efficiency; led artists producing hundreds of assets and stylized environments.

Encore VFX | CG Generalist Feb 2016-Mar 2017

- Created, animated, tracked, lit, and rendered CG assets and shots for feature and television production, working to shot briefs and delivery milestones.

CoSA VFX | CG Generalist / Lead CG Artist Sep 2014-Feb 2016

- Built photoreal assets and delivered full CG television shots from layout through final render, collaborating with art direction and CG supervision on Marvel and DC productions.

Selected credits: Gotham, Agents of S.H.I.E.L.D., Westworld

GAME ART & PRODUCTION

3D asset development: Modeling, sculpting, texturing, materials, look development, character and environment assets, and optimized environment layouts.
Engine and animation: Unreal Engine implementation and visual review, animation, lighting, rendering, Niagara, Unreal materials and shaders, and gameplay effects.
Pipeline ownership: Concept-to-engine asset workflows, visual standards, artist handoffs, cross-discipline coordination, and production problem-solving.
Performance and workflow: PC/console VFX optimization; AI-assisted concept and asset workflows; production workflow concept development aimed at improving efficiency.

TOOLS

3D and real-time: Unreal Engine, Niagara, Maya, Blender, Houdini, ZBrush, MODO
Image and texturing: Photoshop, Substance Painter, Mari
Generative AI: ComfyUI; AI-assisted concept and 3D asset workflows
Agentic tools: Codex, Claude Code
Additional workflow tools: Fable, Antigravity
Compositing collaboration: Nuke team coordination and CG handoffs

EDUCATION

Digital Animation & Visual Effects School (DAVE School) | 3D Art & Animation, 2010-2012
New York University, School of Professional Studies | Entertainment Media & Management, 2007-2010