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Daniel N. Millen

Seasoned Visual Effects and 3D Artist with over a decade of experience in overseeing complex 3D production pipelines, emphasizing narrative coherence and artistic vision. Specialize in asset creation, LookDev, previsualization, and team leadership. Known for tackling intricate challenges and delivering high-quality results in fast-paced environments.

PROFESSIONAL EXPERIENCE

VFX Supervisor | *"Flower", Short Film*

August 2024 – September 2024

- Managed a team of professional VFX artists to accomplish a sequence of 18 VFX shots.
- Art-directed the look and design of assets and animation, ensuring they met the creative vision.
- Maintained constructive and efficient direct communication with the director to ensure quality and timely delivery.

Sr. CG Generalist | *Marks, Detroit MI*

December 2023 – July 2024

- Crafted detailed models and shaders for high-impact marketing campaigns.
- Led lighting and rendering processes, ensuring seamless integration with compositing for polished results.
- Notable Projects: Colgate, Oreo

Sr. CG Generalist | *Prodigious Australia*

October 2023 – December 2023

- Created meticulously detailed models for Sunglass Hut's billboard marketing campaign.

Sr. CG Generalist | *Fuse FX, Los Angeles CA*

March 2021 – October 2023

- Delivered a broad range of 3D tasks, including animation, modeling, LookDev, texturing, and lighting.
- Maintained high standards of quality while troubleshooting technical issues in a fast-paced environment.
- Collaborated effectively with other departments, ensuring seamless integration across disciplines.
- Notable Projects: *The Orville: New Horizons, Knock at the Cabin, TED, The Santa Clauses, Raising Dion, Shining Vale, The Fall of the House of Usher*.

Postvis/Previs Artist | *The Third Floor, Los Angeles CA*

December 2020 – March 2021

- Created shot sequences from storyboards and script pages to enhance storytelling.

- Animated characters, creatures, and props; lit, rendered, and composited CG elements into live-action plates.
- Notable Projects: *Disney+ Marvel – Ms. Marvel, Loki.*

Creator/Writer | *Starsailor (Independent Animation Project)*

- Led the overall visual style and artistic direction of the series, ensuring alignment with the project's vision and storytelling.
- Guided and collaborated with the creative team, including animators, designers, and writers, to achieve cohesive visual and narrative elements.
- Maintained consistency and quality across all visual aspects, from character design to environmental elements.

Environment Designer/Asset Builder | *MPC Film, Los Angeles CA*

October 2019 – March 2020

- Built optimized assets for real-time workflows.
- Modeled and textured assets for feature films, ensuring alignment with the Director's vision.
- Notable Project: *Apple TV+ – Prehistoric Planet.*

Sr. CG Character Artist | *Deluxe Entertainment, Burbank CA*

March 2018 – October 2019

- Sculpted, modeled, and textured photoreal 3D characters and objects.
- Implemented creative solutions to streamline the CG pipeline.
- Notable Projects: *The Flash, Doom Patrol, Titans, Supergirl.*

CG Supervisor/Art Director | *Swihart Studios, Valencia CA*

February 2017 – March 2018

- Led a team of CG artists in the creation of hundreds of stylized environments.
- Spearheaded the development of a production pipeline to enhance efficiency and artist productivity.

CG Generalist | *Encore VFX, Burbank CA*

September 2015 – February 2017

- Executed detailed CG assets from design to final product for feature films and TV.
- Lighted and rendered complex CG shots, collaborating closely with Art Directors and Supervisors.

CG Generalist | *CoSA VFX, Burbank CA*

August 2014 – September 2015

- Delivered full CG shots for TV, building photorealistic assets for Marvel and DC shows.
- Shepherded projects from layout design to final renders.

EDUCATION

Digital Animation & Visual Effect School, Orlando FL — *3D Art & Animation*

2010 — 2012

New York University SPS, New York NY — *Entertainment Media & Management*

2007 — 2010

Westchester Community College, Valhalla NY — *Communication and Media*

2004 — 2006

SOFTWARE SKILLS

Maya — Houdini — ZBrush — Blender — MODO — MARI — Photoshop — Ornatrix — Substance Painter — Redshift — Arnold — VRay — XGen | UE5