

(516) 384-1534

www.danrossner.com

drossner95@gmail.com

linkedin.com/in/DRozMotion

SKILLS

Vector Animation

Effects Animation

2D/3D Character Animation

3D Modeling

After Effects Scripting

After Effects Plugin Development

C++ / C#

Python

TOOLS

AFTER EFFECTS

PHOTOSHOP

PREMIERE PRO

ADOBE ANIMATE

ADOBE ILLUSTRATOR

TOON BOOM HARMONY

AUTODESK 3DS MAX

AUTODESK MAYA

CINEMA 4D

BLENDER

ZBRUSH

WORK EXPERIENCE

POWERHOUSE ANIMATION

March 2018 - Present

Provided various services on boutique contract projects currently under nondisclosure.
Worked on several *Netflix* series as a compositor and pre-layouts artist:

Castlevania - Compositor seasons 2-4 (Frederator)

Seis Manos - PreLayouts, Compositor Ep.10 (Viz Media)

Blood of Zeus - Compositor Ep.5

Masters of the Universe: Revelation - Compositor Ep.6-10, PreLayouts Ep.1-2 (Mattel)

SONIC 30TH ANNIVERSARY ORCHESTRA - SEGA

June 2021

Edited video footage for *Sonic Symphony* live performances, including "Believe in Myself - It Doesn't Matter" and "Live and Learn;" supplied motion graphics elements and effects work.

MARVEL STUDIOS WEB ANIMATION

June - Sept. 2017

Animated episodes of *Marvel Studios* Web series, *Marvel: TL;DR*. Lead character & effects animator. Examples include *Daredevil Yellow*, *The Runaways*, and *Squirrel Girl*.

SMASHADELPHIA ESPORTS PACKAGE

July 2017

Produced livestream layouts and transitional material for videogame tournament *SMASHADELPHIA 2017*, hosted by *Screenwave Media*.

SONIC GENERATIONS - UNLEASHED PROJECT

Mar. 2013

Modified PC videogame *Sonic Generations* to emulate Playstation 3 prequel *Sonic Unleashed*.
Animated and modelled new + extra assets, and restored previously unusable content.
Featured in news articles such as *PC Gamer*, *Destructoid*, and *Rock Paper Shotgun*.

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN

Sept. 2013 - July 2017

Graduate, *Cum Laude* BA Motion Media Design, minor in Animation. *Dean's List*.
Involved in films such as:

"Rapture" by Victor A. Garrido (background effects)

"Jumpin Jack" by Grant Whitsitt (assistant cleanup)

"Frogs Legs" by Katie Tamboer (assistant shading animation)

NEW YORK FILM ACADEMY

July 2012

Summer program at *NYFA*, focused on 3D character development.
Utilized *Autodesk Maya* for modeling, rigging, and animation.
Introduction to the 12 principles and other fundamental techniques.