

# DANE M. CARO

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## OBJECTIVE

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Seeking a challenging position with a company which will provide an exciting work environment with professional training or the opportunity for personal development.

## WORK EXPERIENCE

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**May 2008**                      **Nerjyzed Entertainment (*Still currently employed*)**

**Jr. Character Artist/Rigger**

- Helping in task such as painting weights, transferring meshes/rigs or retargeting animations using motion builder.
- Integrating assets in the the Unreal 3 Game engine.
- Helping with model tweaks, textures, and creating of assets.
- Transferring animations.

**Oct. 2007 – Feb. 2008**        **Vizual FX Studios; Ruston, LA**

**Art Director**

- Making sure the Art lead manages the employees he/she is responsible for in the most efficient and productive manner.
- Helped design, model, and texture characters, weapons, and ships for an online MMORPG.
- Organization of game assets, and managing the art department.
- Making sure deadlines and goals are reached.
- Hiring and building the Art department to be more efficient and cohesive.
- Communicating with coders to make sure all desired content is there and will integrate smoothly into the game engine.
- Programs used: Maya, 3Ds Max, XSI, Photoshop, Poser, Body Paint 3D, Vue, Adobe Premiere, Adobe After Effects, Macromedia Flash and Zbrush.

**2006 – 2007**                      **University of Louisiana at Lafayette; Lafayette, LA**

**Character Modeler**

- Helped design, model, and texture characters for an educational game.
- Programs used: Maya, Photoshop, and Torque Game Engine

**2004 Jan-May**                    **Disney Internship; Orlando, FL**

**Disnery Quest Worker**

- Worked at Disney Quest, interacting with customers via teaching drawing classes, helping with rides and guest relations.

**2001 – 2003**                      **Personal On-site Computer Repair; Baton Rouge, LA**

**Owner**

- Self owned on-site computer repair, networking, for locals as well as businesses such as Hewlett Packard.
- Did a job for Hewlett Packard setting up network printers in a business office.

## HIGHLIGHTS

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- Knowledge and understanding of creating next gen. high and low polygon models.
- I have Motion capture experience and knowledge of motion builder.
- Worked on gaming projects on several different levels and understand the workflow.

- Not limited to one skill set in Maya.
- Knowledgeable of the Unreal 3 and Torque game engines.
- Experience in managing a business, team, and communicating to others.
- Friendly, dependable, and courteous personality.

#### RELATED SOFTWARE

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**Software:** AutoDesk Maya, Softimage XSI, 3DS Max, Motion Builder Pixologic Zbrush, Deep Paint 3D, Body Paint 3d, Adobe Photoshop, Adobe After Effects, Adobe Premiere, Adobe Audigy.

**Others:** Will answer upon request.

#### EDUCATION

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**University of Louisiana at Lafayette**

**Visual Arts with a Concentration in Computer Animation (gpa 3.22)**

Course work in Computer animation, digital media, design, figure drawing, sculpture, painting and computer arts, as well as other fine arts.

#### OUTSIDE INTERESTS

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Customized modifications on performance vehicles, rotary engine building and tuning, computer/console games, art, and new programs/techniques pertaining to 3d animation.