

# DANE M. CARO

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## OBJECTIVE

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

## WORK EXPERIENCE

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### **April 2010 – Current**

#### **Ecliptic Entertainment LLC**

- Develop website, content, games, ect.
- Establishing contacts for funding and future products.
- Developing mobile products using C#, Objective-C and other tools.
- Contracted to develop mobile products for other studios/companies.

### **Sept. 2009 – March 2010 World Connect IPTV**

#### **Contract/ IPTV Technician**

- Develop website, content, brochures, and encode media.
- Provide technical support to clients.
- Establish outside connections for World Connect IPTV.
- Manage entire IPTV project and develop new CMS Technology.
- Perform standard network maintenance.

### **Nov. 2008 - Sept. 2009 Blue Street Studios**

#### **Freelance Artist/Consultant**

- Fix existing problems with current models/textures to work properly with game engine.
- Consult on artistic feel and process of the project.
- Establish outside connections for Blue Street to utilize.
- Bring in team members needed for specific tasks.
- Handling any animations, models, rigging, or torque problems that develop.

### **May 2008 – Nov. 2008 Nerjyzed Entertainment**

#### **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.
- Creating Pipelines for the new Art Director
- Training staff in using more updated programs.
- Help establish contacts with other industry professionals.

### **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

**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.

**SHIPPED PRODUCTS**

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**Xbox360:** BCFX: The Doug Williams Edition  
**PC:** Heavy Metal Madhouse, Redzone Rumble (Short promotional online football game)  
**Mobile:** All About Sounds – Initial Positions, Aquatic Adventures, Political Beatdown: Whack'em

**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.