



Danny Calso

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Date of Birth: 29 May 1988

Nationality: Spain

Profile

A highly motivated newly graduated student in Computer Games Art with strong technical abilities, particularly in 3D Max, Zbrush and UDK. I have 2 years' experience in freelance roles where I proved myself to be a hard working and supportive team member.

Education

2013 – 2014

Teesside University
BA (Hons) Computer Games Art

2010 – 2013

Escuela Superior De Arte y Tecnología ESAT
Higher National Diploma in Computer Games Design

2004 – 2006

Escuela De Arte y Superior De Diseño Gran Canaria
High School Specialized In Art

Software Skills

Advanced 3D Max, Zbrush, UDK, Xnormal, Marmoset, Adobe Photoshop.

Intermediate CryEngine, UnrealEngine 4, Sony Vegas.

Basic Adobe Flash, Adobe Illustrator, Maya, 3D Coat, Unity

Knowledge

- Hi/low poly 3D Modeling (Environment and Characters)
- Digital sculpture, Retopology, LOD
- UV Mapping and Texturing
- Game Design, Level Design, Testing
- Script-writing, Creative Writing, Storyboarding, Pitching Ideas

Languages

- Spanish: Native Level
- English: High Level. Professional working proficiency
- Catalan: Limited working proficiency
- Japanese: Elementary proficiency

Key Projects

Kinect Tourism Challenge

Microsoft Innovation Center Tourism Technologies

Project for Microsoft where I conceptualised, designed and modeled an application of a virtual museum using Kinect and working on a team of two programmers. During the development of the application, I had meetings with the Microsoft team through Skype and I develop a production schedule to reach the goal.

Employment/ Work

Jul. 2007 – Oct. 2009 **Floorwalker, Game**

- Management of a team of salespeople creating weekly goals.
- Store Maintenance and creation and reception of orders.
- Serving customers and advising on industry news.

Aug. 2012 – present
(voluntary)

Freelance 3D Artist / Game Designer / Level Designer

- Creating 3D avatars for an unannounced social network.
- Participating the development of indie videogames at beginner teams.

Additional Information

Videogames

Since childhood I have loved video games, for that reason I started working at the European company "GAME" that sells video games, and I studied the career of Computer Games Art. I'm also a collector and I always try to complete the 100% of the games, analysing every detail. I have also collaborated in videogame online magazines and I was part of the team of the official xbox magazine in Spain

Travels

I love traveling around the world and learn about different cultures, which is why I am open to move anywhere in the world.

Hobbies

I am a big movie lover, also TV series and comics are a great inspiration to me.

References

Available on request