

Daniel Rofusz

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PROFILE

A highly motivated and dedicated Graphic Designer and 3D Animator with 15 years of experience in fast-paced, deadline driven work environments. Trusted problem solver with thorough knowledge of design principles, for print/web production and e-Learning modules. Proven interpersonal skills established within postproduction agencies with a wide range of corporate clients. A creative-minded thinker that is extremely detail oriented and flexible, ensuring professional, quality conceptual art and layouts are consistently delivered every time. Extensive experience with new media technologies, adept at visual strategy, layout development and client management.

PROFESSIONAL EXPERIENCE

FREELANCE GRAPHIC DESIGNER

2016 – PRESENT

3D MODELER AND GRAPHIC DESIGNER - ONEXTRA DIGITAL MEDIA SERVICES

- Created 3D model products and whitespace environment renders. Pre-Visualized planned designs for booth setups at trade shows.

3D MODELER AND E-LEARNING DEVELOPER - THEALOZ DUO FARNACIA BATATA

- Delivered multi-tiered 3D presentations illustrating features and benefits of medical products with an emphasis on educating patients and training staff.

MOTION GRAPHIC DESIGNER - PRISMA LIGHT PRODUCTION COMPANY

- Stylistic whiteboard animations created in After Effects showcasing functionality of KPMG's Audit systems.

GRAPHIC DESIGNER - CREATIVE POST INC.

- Designed graphic motion menus for Blu-rays, UI layouts, modernized 2D/3D corporate logos and product brands.

GRAPHIC DESIGNER - DISTILLED CREATIVE

- Produced graphic design elements for HTML and disc media to advertise fitness retail products - Grokker Yoga & Fitness / Simply Fit Board.

GRAPHIC DESIGNER: THE HOBBIES PRODUCTION

- Children's TV series that required compositing in After Effects to achieve ambient effects such as lights, smoke, fire, and fog.

CREATIVE POST INC.

2008 – 2016

3D ANIMATOR

- Managed multiple animation projects simultaneously including asset creation/editing, high quality V-Ray renders, and developing/arranging mockups for production use.
- Conceptualized and designed complete logo animations and special effects for television productions.
- Utilized animated 3DS Max elements in conjunction with After Effects compositing to deliver highly polished products that surpassed client expectations and met company deadlines.
- Responsible for sourcing, compositing and retouching models for commercial print and web use.
- Demonstrated effective communication and teamwork skills by identifying and solving challenges with realistic photo renders.

GRAPHIC DESIGNER

- Developed, created and deployed user interfaces and user experiences (UI/UX) that incorporated clients' targeted goals efficiently; these included e-Learning platforms and software applications.
- Assisted multiple departments, intermittently, with projects that utilized green screen compositing, editing and special effect skills.
- Consulted and collaborated with clients to create targeted conceptual layouts for Blu-ray and DVD motion menus and webpages.
- Created print ads, banners, and mock-ups that required the latest design and typography techniques.
- Kept up-to-date with new software, post-production workflows and current industry trends to provide competitive service.

DVD AND BLU-RAY DESIGNER/AUTHOR

- 500+ DVD and Blu-ray titles produced for nationally licensed entertainment companies. Each title included start to finish service encompassing concept design to UI interface to programming. Key clients included Acorn Media (USA), Phase 4 Films, BFS Entertainment, and VSC Distribution.
- Determined strategic plans and presented troubleshooting solutions for the completion of projects within tight deadlines to provide consistent, quality production of discs.
- Designed and developed complex parks and entertainment grounds, such as an interactive tour of Walt Disney theme parks that displayed key features and services provided to guests.
- Bridged the industry of trivia games into the digital world by creating an environment that connected the physical board game to a users' media center and allowed the player to streamline game content and progression. Games included WWE Wrestle Mania and NASCAR.
- Monitored and assessed quality control of project elements from design and authoring to final disc-image delivery for local television and international distribution companies.

CFA COMMUNICATIONS LTD.**2004 – 2008****GRAPHIC DESIGNER – 3D ANIMATOR – DVD AUTHOR**

- Created, updated and maintained design documents such as storyboards, animations and requirements in support of instructional e-learning modules and delivery strategies.
- Updated management consistently on the projects' progression and escalating issues as appropriate.
- Established long-standing relationships with clients by offering creative input and technical support throughout the process, in addition to meeting their graphic design needs.
- Created original artwork for short and long-term projects.
- Extensive experience with all elements of disc-imaging and replication. Responsible for planning, organization and follow through required to achieve approval from clients.
- Responsible for analysis of workflow to determine feasibility of meeting the date of release.

SUBSPACE DREAM MULTIMEDIA**2002 – 2004****WEB GRAPHIC DESIGNER – 3D MODELER**

- Provided object-oriented design elements for Flash websites and HTML.
- Generated innovative company logos and websites or revitalized existing content/product.
- Created animation/motion graphics in 3DS Max, After Effects and Flash.
- Assisted lead designers to develop interactive maps for websites, primarily for resort properties.
- Streamlined files for upcoming projects to ensure team worked efficiently and optimized productivity.

EDUCATION & TECHNICAL SKILLS

Graphic Design and Interactive Media Diploma, International Academy of Design and Technology, 2002

Proficiencies: Adobe Photoshop, After Effects, Illustrator, Audition, Media Encoder, Premiere, Final Cut Studio, Autodesk 3DS Max, V-Ray Renderer, Trapcode Full Suite, Red Giant, Element 3D, Optical Lens Flares, Adobe Media Encoder, Compressor, Rovi Total Code

Mentor: Oscar Winning Animation Director, Ferenc Rofusz

EXPERIENCE**SUPERFLY FILMS****1999 – 2002****GRAPHIC DESIGNER**

- Performed pencil tests with animation camera and necessary clean-up procedures to digitize paper and cell images and later stitch together in editing software.
- Learned fundamentals of Graphic Design as it related to commercials for Arm and Hammer products.
- Composited 2D animation with live action footage for TV commercials.