

Resume

Daniel Stern

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Career Objective To work in a team with nice people enjoying the creation of beautiful motion pictures.

Job Objective General Technical Director

Work Experience	since 03.12	Digital Domain Venice	Creating FX for Ender's Game
	07.11 – 02.12	The Embassy Vancouver	Creating FX for Battleship
	07.10 – 05.11	Digital Domain Vancouver	Creating FX for Thor and Transformers 3
	01.09 – 07.10	Pixomondo Studios	Lead TD on TV and feature movies
	11.07 – 12.08	Blackmountain VFX	General TD on several commercials
	03.07 – 09.07	Framestore London	General TD at the commercial department
	03.06 - 06.06	Elektrofilm Stuttgart	Creating FX for a German TV movie
	06.04 - 03.07	Freelance CG-Artist	Commercials for several clients
	03.03 - 08.03	Vision Unltd. Cologne	General TD internship
	08.01 - 01.02	Center of Art and Media Karlsruhe	Editor, 2d/3d-artist (internship)

Education	10.04 - 02.07	Institute for Animation, Visual Effects & Digital Postproduction	Technical Director - Bachelor Degree - grade: excellent (1.3)
	10.00 - 08.04	University of Applied Science Furtwangen	Computer Science - Diploma Degree (between Master and Bachelor) - grade: excellent (1.4)

US Visa Status O1 (company bound)

Maya		●●●●●	Nuke	●●●●
	<i>Dynamics</i>	●●●●●	Fusion	●●●
	<i>Lighting/Shading</i>	●●●●	Shake	●●●
	<i>Rigging</i>	●●●		
	<i>Programming API/MEL</i>	●●●●●	Languages	
Max	●●		German	●●●●●
	<i>Fume, Thinking Particles, Krakatoa, PFlow</i>	●●●●	English	●●●●●
Houdini	●●●●●		French	●
Realflow	●●●		Programming	MEL, C++, Python, PHP, Java, Flash, HTML

Awards (team effort)

Transformer: Dark of the Moon

- OSCAR – Nominated – Best Visual Effects – 2012

Thor

- People's Choice Award – Nominated – Favorite Action Movie – 2012

The Losers

- Teen Choice Award – Nominated - Movie: Action Adventure – 2010

Vulkan

- Deutscher Fernsehpreis - Nominated - Bester Mehrteiler – 2010
- Adolf Grimme Preis - Nominated – Outstanding Individual Achievement – Fiction – Visual Effects 2010

Ghostwriter

- Berlin International Film Festival – Silver Berlin Bear for Best Director – 2010
- European Film Awards – Best Movie – 2010
- Golden Globe – Best European Movie – 2010

They Will Come to Town

- VES Award for Outstanding Visual Effects in a Student Project 2010

Mattoni

- ANIMAGO – Nominated - Best Commercial, Best Post Production 2009

Smirnoff Sea

- VES Award for VFX in a Commercial 2008
- CLIO Award - TV & Cinema Technique, Silver Award 2007
- IMAGINA Award - Best Commercial 2008

Lectureship

June 15-17, 2011 – Filmakademie Baden-Wuerttemberg – Houdini Advanced

November 9-11, 2009 – Filmakademie Baden-Wuerttemberg – API, Shading und Dynamics in Maya

November 17/18, 2008 – Filmakademie Baden-Wuerttemberg – Maya Dynamics, API and Scripting

Presentations

May 20, 2010 – Cinemaxx Mannheim – Filmtalk about TV Event Movie "Vulkan"

October 23, 2009 – Film Symposium Mannheim – "Der Vulkan – Making Of"

October 2, 2009 – VFX-Technology Days in Stuttgart – "Mattoni – Making Of"

Credits	2014	„X-Men: Days of the Future Past“	movie	FX TD at Digital Domain
	2013	„Ender's Game“	movie	FX TD at Digital Domain
	2012	„Battleship“	movie	FX TD at The Embassy
	2011	„Transformers 3“	movie	FX TD at Digital Domain
	2010/2011	„Thor“	movie	FX TD at Digital Domain
	2010	„Suckerpunch“	movie	FX TD at Pixomondo Studios
		„The Losers“	movie	Lead FX TD at Pixomondo Studios
		„Ghostwriter“	movie	FX TD at Pixomondo Studios
		„Knight and Day“	movie	FX TD at Pixomondo Studios
	2009	„Vulkan“	TV movie	Lead FX TD at Pixomondo Studios
	2008	„Centenario“, „Lassa“ „Mattoni“ and others	commercials	see shot breakdown
	2007	„Smirnoff Sea“, „Herbal Hydration“	commercials	see shot breakdown
		„Armageddon“	TV movie	Dynamics TD
	2006	„Tornado - Zorn des Himmels“ (“F4 Vortex”)	TV movie	Dynamics TD
	2005	„Stages“	TV movie	Tracking, Shading, Rendering,

Reference	Ryo Sakaguchi	FX Lead at Digital Domain	ryo@d2.com
	Dan Seddon	Former Head of 3d at Framestore CFC Commercials	danseddon@gmail.com
	Sven Martin	Visual Effects Supervisor at Pixomondo Studios	sven.martin@pxmimages.com
	Abdelkareem Abonamous	Former Supervisor at Blackmountain VFX	anamous@gmail.com

Comments	Name	Role / Company / Date	Comments
	Dan Seddon	Former CG Supervisor at Framestore Commercial September 2007	<p>“Daniel is an excellent TD who has worked with us for quite a few months and, although this has only been directly on 2 projects, his contribution to the departments as a whole has been immeasurable. Daniel has a great head for thinking in 3d and solving problems in an indirect and creative manor rather than falling back on his strong programming background and implementing a conventional solution.</p> <p>Because of this I think Daniel will rapidly progress towards a more senior role, despite his short working experience in the industry, as he has the potential to become a very strong all rounder in all areas (given his ability to think about problems in this way).</p> <p>I would recommend Daniel for any task you wish to throw at him as we certainly tested him to the extreme in the period he has worked for us.”</p>
	Dave Rand	FX Lead for Transformers 3 at Digital Domain Vancouver May 2011	<p>“Dan is a real ace. Rarely do you find this combination of creative chops, technical achievement, and the drive to profitably produce stunning digital imagery. I'm actually working with one of Dan's set ups as I right this and it's truly beautiful work. He's not afraid to work with any package that does the job and a real master at putting the pieces together for a grand finish. I hope to work with him again.”</p>
	Florent de la Taille	Former animator at Framestore and Blackmountain June 2009	<p>“Daniel is the TD I always dreamt to work with, he is the only tech guy I ever met making fluid and particles look extremely simple even if the complexity of it overstep completely my knowledge. Every thing you can think of, he's got a solution, it sounds simple and as an animator, communicating with him was possible as his language was clear. His work is highly professional and technically perfect but stays artistic also and his efficiency is from my point of view his main asset!”</p>
	Yuta Shimizu	Former Lookdev TD at Blackmountain April 2009	<p>“Daniel is absolutely the best TD/artist I have ever met by far. His knowledge of Maya, MEL and any other scriptings are just fantastic. Any problems you have in production or on any projects will be solved in few hours with him. Fantastic communication skill and work ethic. I am more than happy to work with him again and highly recommend him in any productions.”</p>