

**Info | Resume**

Name Daniella Theoret

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Language English and French, spoken and written

**Work Experience**

2005-2006 Exchange 3D LLC. Modeling and animation, California

3d character design and animation for different contracts. Character concept, texturing and low polygon modeling for different projects and games.

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2004-2005 3d artist and animator. Kelly IT Resources, San Jose, CA.

3d character design and animation for Scios Inc. interactive training program and flash animation for the web using 3ds Max.

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2000-2004 3d artist and technical support for the WorldBuilder 3d software, Digital Element, Oakland, CA.

My work consisted of designing 3d promotional images with WorldBuilder, Maya, and 3dsMax, and game related artwork and low polygon modeling, as well as to create tutorials and the WorldBuilder 3.5 reference manual.

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1996-2000 3d and Multimedia artist for Intergraphic Design, Canada

3d animations for television and interactive kiosk terminals for airports.

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1994-1996 Graphic designer, Pertel Inc., Canada

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1988-1994 Graphic designer, technical drawing for an engineering firm.

Technical drawing work with Autocad.

**Publications**

2002-2003 - WorldBuilder 3.5 Tutorial manual and Reference Guide.

- WorldBuilder/3d Studio Max communicator tutorial.

## Education

2001-2003	Degree in Art, Film/Television, De Anza College, California. Major in 3d computer animation.
2000-2001	Cogswell Polytechnical College.
1999-2000	Academy of Art College, San Francisco. 2d animation and drawing courses.
1994-1996	Champlain College - Design and multimedia

## Skills

- Modeling	- Web design
- Character design	- Html, shtml
- Environment	- 3d streaming format
- Animation	- Graphic design
- Textures	- Clay modeling
- Low polygon	- Photography
- Subdivision surfaces	- Infrared photography

## Software

- Maya	- Adobe After Effect
- 3d Studio Max	- Adobe Premiere
- Worldbuilder	- Adobe Photoshop
- Amapi 3d	- Adobe Illustrator
- Metastream 3d	- Corel Draw
- Zbrush	- Macromedia Director
- Softimage	- Macromedia Dreamweaver
- Some knowledge of Lightwave	- Flash MX

## Realizations

2003	Two PSA for the promotion of wind power in collaboration with De Anza College.
1998	3d animation for the opening of the TV talk show "De Quoi j'ai l'air" aired on Radio-Quebec TV channel in Montreal. Advance particles and wind/water dynamic simulation.
1997	3d animation for the opening of a paid advertising TV program aired on Radio-Canada and TVA channels in Montreal.
1996	30 seconds 3d animation for the television advertising of Jean René's Christmas Album, a song writer and interpreter from France. This commercial was aired on Radio-Canada, TVA and TVQ television channels in Montreal.