

daniel MARET

danielmaret@gmail.com

206.406.9364

Software Proficiency:

3D Studio Max, After Effects, Maya, Premier, Photoshop, Unreal Editor

Other Skills: Cartooning, Traditional Animation, Life Drawing, Painting

Recent work experience:

Product Tester at Nintendo of America—Parker Staffing Services

Contract position testing Nintendo products on-site at Nintendo of America Product Testing department. [August 2007-Present]

Freelance:

Clair Cellars - Ridge Crest

Creation of a 3D digital art still of a scene featuring wine bottles and glasses etc. along with a banner and sketched drawing for an in-store display. [May-June 2007]

The Archives

Layout of CD Album for independent release by local rock group, The Archives' self-titled debut release. [January 2007]

Film Projects:

Animation "Alistair MacLean: Y'did Nefesh"

Produced by Ian Stone and Meredith Binder. Directed by Andy Spletzer. [2007]

Compositing and Effects "Terror (approx.)"

Produced and Directed by Matt Levinthal.

Runner-up in The Stranger 28 second Film Contest [2006]

Education:

The Art Institute of Seattle [Spring 2004-Winter 2007]

Bachelor of Fine Arts: Media Arts and Animation

Dean's List; 3.6 cumulative GPA

Green River Community College [Fall 2002-Spring 2003]

Associate of Arts: Liberal Arts

Skagit Valley College [Fall 1999-Spring 2001]

Transferred credits to GRCC