

Daniel Triplett  
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## Industry Experience:

**Purdue University** August 2016-present  
401 N. Grant Street KNOY 347 West Lafayette, IN 47907-2021

Limited Term Lecturer, Computer Graphics Technology

Description: Help in building world class curriculum and  
Instruct students in Game Development

**Columbia College Chicago** -Jan 2016-present  
1104 S Wabash Avenue, Chicago IL. 60605

Instruct Character Visualization and Game Development

**Illinois Institute of Art- Chicago** - June 2014 – December 2015  
350 N Orleans St #136, Chicago, IL 60654

Description: Guide students through advanced modeling techniques for character, and  
environment development.

Topics taught: Modeling and Texturing, Storyboarding, Materials, Lighting and Rendering.

**Tribeca Flashpoint Academy**- Jan 2014-June 2014  
28 N Clark St #500, Chicago, IL 60602

Adjunct Faculty- Advanced Modeling and Texturing

Description: Guide students through advanced modeling techniques for character, and  
environment development.

**Columbia College Chicago** -Jan 2011-June 2012  
1104 S Wabash Avenue, Chicago IL. 60605

Adjunct Faculty- 3-D Environment design and creation for film and games

Description: Developed Curriculum: Environment design, and then creation; modeling and  
texturing in Maya, ZBrush, and Photoshop; lighting and rendering in Mental Ray

**High Voltage Software**-Nov 2008- Jan 2014  
2345 Pembroke Avenue, Hoffman Estates IL. 60169  
847.490.9567

**Shipped Titles:**

2013-2014- The Amazing Spiderman 2- Nintendo 3DS- Senior environment artist.

2012- 2013- Saints Row IV:- Senior Environment Artist:  
jobs include level lighting, and level art creation, and training of new hires.

2012- Toy Story Midway Mania-Xbox360/PS3-Environment Artist

2011- Nick Dance-Xbox360/Wii UI Artist

2010- Nickelodeon MLB-Xbox360/Wii-Environment Artist

2009- Pheasants Forever: Wing Shooter-Wii- Lead Artist/Environment  
Artist

2009- Conduit 2: Wii- Environment artist

2008- Ironman II- Wii/PSP- Vehicle/Weapons/prop Artist

**Midway Amusement Games** -Aug 2007-Aug 2008  
LLC, 2727 West Roscoe Street, Chicago, IL .60618

2007-2008 Blitz The League II-PS3/Xbox360- Cinematic Props, cinematic  
Lighting/Rendering, & Character Texturing,

**Technical Skills:**

Maya  
Modo  
3DS Max  
ZBrush  
Photoshop  
Lightroom  
Mudbox  
Crazybump  
Ndo  
Ddo  
XNormals  
Unreal 4  
Unity  
Speed Tree  
Substance Painter

**Traditional Skills:**

Photography  
Color and Traditional pencils  
Story Boarding  
Polymer Clay Sculpture

**Education:**

Savannah College of Art and Design March 2014 - present  
In pursuit of a Master in Fine Arts in Interactive Design and Game Development

Current GPA 4.0

Bachelor of Fine Arts in Game Art & Design,  
The Illinois Institute of Art-Schaumburg. June 2007

GPA 4.0

**Awards:**

Winner of Artimation 7: Best Level Design "The Castle"

Winner of Artimation 8: Best Team Game "Das Mutiny"

Winner of Artimation 10: Best Team Game of the Decade

Graduated with high honors- Cumulative GPA: 4.0