

Daniel Triplett
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EDUCATION

Master of Fine Arts in Interactive Design and Game Development

Savannah College of Art and Design March 2014 - August 2017

GPA 4.0

Bachelor of Fine Arts in Game Art & Design

The Illinois Institute of Art-Schaumburg. June 2007

GPA 3.98

ACADEMIC APPOINTMENTS

Purdue University - Aug 2017 - Present

401 N. Grant Street, KNOY 347 West Lafayette, IN

Description: Assistant Professor of Practice

Game Major Coordinator at Purdue University: Dr. David Whittinghill

Visual Effects Major Coordinator at Purdue University: Professor Carlos Morales

Purdue University - Aug 2016 – May 2017

401 N. Grant Street, KNOY 347 West Lafayette, IN

Description: Limited Term Lecturer in Game Studies and Curriculum building and Researcher

Columbia College Chicago -Jan 2016-Aug 2016

1104 S Wabash Avenue, Chicago IL. 60605

Coordinator at Columbia College Chicago: Alex Damarjian

Instruct Character Visualization and Game Development

Illinois Institute of Art- Chicago - June 2014 – Dec 2015

350 N Orleans St #136, Chicago, IL 60654

Suruchi Pahwa <https://suchipahwa.wordpress.com/contact/>

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

Chair of Design & Visual Communications: William Carton

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

Department Chair: Jim Rohn *Associate Professor*

1104 S Wabash, Rm 301(312) 369-6793
jrohn@colum.edu

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

INDUSTRY EXPERIENCE

High Voltage Software-Nov 2008- Jan 2014

2345 Pembroke Avenue, Hoffman Estates IL. 60169

847.490.9567

Midway Amusement Games -Aug 2007-Aug 2008

LLC, 2727 West Roscoe Street, Chicago, IL .60618

Shipped Games:

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- Rudolph the Red-Nosed Reindeer-Wii- Lead Artist

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

2009- Conduit 2: Wii- Environment artist

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

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

TECHNICAL SKILLS

Unreal 4 & 5

Maya

ZBrush

Houdini

Substance Suite

Photoshop

Agisoft Metashape

Blender

3D Studio Max

Modo

Davinci Resolve/Fusion

DXO photo lab

Marmoset Toolbag

Sketchfab/Fab

Cura 3D-Print

Camtasia Studio

OBS

TRADITIONAL SKILLS

Storyboarding

Polymer Clay Armatures and Sculpting

Marker Rendering

Traditional and Color Pencils

Curriculum Developed and Taught at Purdue

CGT 11600 Geometric Modeling for Visual Communication

[\(Course Description Link\)](#)

Class Size: 90-155 students

I developed this course as an introduction to 3D modeling in Maya and portfolio building; with tertiary emphasis on professional practices and creativity. I posited the idea that instead of students at the end of their time within our program rushing to build a portfolio (which was the status quo), students should start building a portfolio immediately in the first year, and continue to add to that portfolio as they progress. Near the end of their undergraduate degree, students simply need to take on the role of a curator of their best work (with critique from professors) and just present their very finest works. This approach was adopted by the entire game program and two non credit portfolio reviews were added to the Game Dev track to function as checkpoints to ensure students were progressing and portfolio minded in their development. As a result of this, students applying for internships during their tenure became a much more simplified process. All of the professors within Game Dev have noted the improvement of student work as a result. This process also gives the professors and the students more time to connect and in return mentorship is becoming commonplace.

CGT 11200 Sketching for Visualization and Communication

[\(Course Description Link\)](#)

Class Size: 35-50 students

I developed this course as a broad based pre-production course for the Animation Major at Purdue. Being that the animation degree at Purdue is a Bachelor of Science, students do not have many traditional art classes. We were able to add this class to the first year curriculum as a fundamentals type class. Students learn the basics of sketching from life, creating bulk and form, perspective drawing, character look development, storyboarding (for animation and gameplay), and creating final polished renders of their sketches. Because many students in our program are more technical than artistic, I created a grading system that looks at their improvement versus their overall natural ability. This approach to sketching has allowed those who are afraid to compare their works the realization that visual communication does not have to be only for the naturally talented artist. I always show examples of great directors who cannot do polished finished pieces, but can sketch just enough to communicate the shots they wish to create. Since this course is a 100 level course and is usually taken in the same semester or a semester before students take CGT 11600 (Geometric Modeling), I have horizontally integrated some of the projects in this course to act as pre-productions for models made in the modeling course.

CGT 24700 Visual Effects - Particles and Procedural Effects

[\(Course Description Link\)](#)

Class Size: 15-25 Students

This course was built as an introduction to particle effects for film and animation. One of the key features of this course (besides particles and procedural effects) is student live action plate acquisition. Student teams learn to compose cinema grade footage with unique lighting and composite particle and smoke effects into their footage. Visual Effects in Houdini as a subject can be highly technical, so scaffolding

lessons from very basics to intermediate effects is essential for the learner. One of the key objectives integrated into this class is a blend between group dynamics and individual responsibilities within the VFX.

CGT 34800 - Photorealistic Shaders

Class Size: 15-25 Students

[\(Course Description Link\)](#)

This is a course I built from the ground up, and I will admit, it is my favorite course that I teach. In this course I take students on a journey of learning how to create photorealistic materials starting from a single picture and Photoshop, then to Substance Suite, then to Zbrush and finally through photogrammetry. Unreal 5 is where the final look and materials are authored. One of the most popular parts of this class is creating a bust from photogrammetry data that each student acquires from one another. Students learn the basics of the modern mirrorless camera, photo acquisition for photogrammetry, Substance Painter, Substance Designer, Substance Sampler and much more. This class allows students to break free from sitting in front of the computer to go out and do rewarding field work.

CGT 34500 Game Development III: Environment Modeling For Games

[\(Course Description Link\)](#)

Class Size: 15-25 Students

This class was initially developed for testing my MFA thesis: Increasing Student Achievement Through Constructive Play. The approach to environment creation took the path of using minimalism to create highly refined looking environments with elegant simplicity. Incorporating level building boosted academic achievement by tapping into the assumption that students enrolled in game studies like to play games. Assignments where assets are modeled and then construction of levels commenced from these building blocks allowed students to experience their own creation; this proved to motivate students and completion of assignments was greater where this pedagogy was used versus assignments where assets were created but no construction and play was involved.

CGT 20500 Portfolio Review I

[\(Course Description Link\)](#)

Class Size: 75 - 100 Students (depends on cohort size)

This class was spawned from my immediate portfolio idea. After implementing the requirement to have a working portfolio in CGT 11600 Geometric Modeling, Dr. David Whittinghill created a formal zero credit hour class where all of the game faculty go through and critique and mentor students on their portfolios at the beginning of their second year.

CGT 40500 Senior Portfolio Review

[\(Course Description Link\)](#)

Class Size: 50 - 100 Students (depends on cohort size)

After the third year students have to take another zero credit course where they get a more thorough critique on their work.

Other Curriculum Taught at Purdue

CGT 24800 Visual Effects - Pyrotechnics and Destruction Effects

[\(Course Description Link\)](#)

Curriculum Developed and Taught at Columbia

Character Development for Games

Intro to Game Development

Environment Modeling

Curriculum Developed and Taught at Illinois Institute of Art

Storyboarding and Animatics

Advanced Asset Creation for Games

Curriculum Developed and Taught at Tribeca Flashpoint

Advanced Modeling and Texturing

Committee and Service Work

Lab Design and Technology Consultant:

Heavilon CGT Analog to Digital Lab - This was the first lab that I designed. My role was to determine the layout of the lab space, what functions would be in the lab and spec out the equipment. The lab consisted of three separate rooms: Main computer lab / open active learning space, a photogrammetry space with multi array camera station, and a green room with a VR system and motion capture setup.

Dudley Hall CGT Gateway Lab - Because of the success of the Heavilon Lab I was consulted again and took an active role in creating the newest lab within the new construction of Dudley Hall. My role was to research technical needs for our students within the VFX, animation, and games majors. Research was also done into a virtual production section of this lab, however with space constraints that research has been held over for the newest lab that I am working on.

Computer Technology Document Creator - Because of my expertise in building PC's and the CGT labs, I was asked to research and document for each of our majors the specific hardware needs. This documentation is used for incoming students to ensure they are well informed on what they should consider when picking a computer. I worked diligently to explain computer hardware in the most simplest of terms and create a three tiered level of recommendations for hardware that takes into consideration the economic challenges that students and their parents face.

ESports Committee

2020 - 2022: Collaborator and think tank for Purdue's first ESports group. My contributions were related to helping brainstorm viable events and as a liaison for smaller events that were held in the lab I took part in designing.

Student Activities and Organizations Faculty Advisor

2019 - 2022: Faculty Advisor to Overwatch Club. Helped to facilitate student meet-ups for competition in playing overwatch.

Purdue Faculty Fellow

2018 - 2021: Purdue Faculty Fellow program is an outreach to students on campus (assigned by dorms) to mentor and build bonds between students and faculty. Weekly lunches with a cohort of students and intermittent outings for building fellowship was the primary service.

Statewide Congruent Teaching Committee

Before the COVID-19 pandemic, in 2019, myself and three other professors were working on the technology and curriculum requirements to teach synchronously between West Lafayette Campus and Statewide campuses. My CGT 116 Geometric Modeling class was the first to utilize this new teaching format. Later, many other professors adopted the pipeline my colleagues and I established.

Outreach and Presentations

Purdue is for Me Presenter

I represent the Computer Graphics Technology Department to prospective students and parents, giving an hour long talk with Q & A and a tour of our facilities. These presentations occur multiple times in the Spring.

Success Academy Presenter 2020-2023

Success Academy is an outreach program for low income minority middle school youths. I make multiple interactive presentations each year to teach them about the game industry and animation. Director: Kevin Letcher letcherks@gmail.com

DOiT Presenter 2018-2023(Discovering Opportunities in Technology)

DOiT is an outreach program about CG to prospective Purdue Students.

CLAIMiT Presenter 2018-2023(Creating Leadership and Advancing Innovation for Majors in Technology)

CLAIMiT is a general demonstration of teaching in CG technology to high school students.

WOWiT Presenter 2018-2023(Windows of Opportunity for Women in Technology)

WOWiT is an outreach program which aims to recruit highschool females into technology based studies.

The Future of the Olympics in ESports 08/15/2022

Distinguished Professor of Engineering Dr. Jan Anders reached out to me to create a presentation on bridging the Olympics (which Dr. Anders is a committee member) and ESports. Dr. Anders and I had met several times to discuss the difficulty that traditional Olympics committee members had with accepting ESports as a viable option in the future. This presentation was made to Jan and his students to help them imagine how the traditional Olympics could be gamified in a way that would attract the ESports fans.

CGT Department Business Photo Photographer

As a former professional photographer, I lend my skills to our department and create professional business photos for our new hires. I have taken ten employees' business photos to date.

Purdue is for Me Live Stream 2022-2023

I sit on a panel of professors in my department who Bi-Annually do an online streaming presentation and Q & A for prospective students.

Awards:

Purdue “Good to Great” Award 2019

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

Continuing Education:

Rebel Way:

Houdini Rigging

Intro to VFX

Intro to Houdini

Gnomon Workshops:

Intro to Pyro in Houdini

Intro to Particles FX in Houdini

Creating a Sci-Fi Hallway Unreal 5

Applied Houdini:

Liquids 1 - Fundamentals

Particles 1 - Fundamentals

AParticles 2 - velocity Fields

Rigids 1 - Fundamentals

UArtsy:

Master Class with Paul Liaw (ILM Modeler)

*No AI was used in writing this resume.