

DANIEL OCHOA

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CAREER OBJECTIVE

Seeking a job as a Digital Artist

PAST WORK HIGHLIGHTS

VAST Studios February 2009-Present

Video Game Photoshop Artist

I refine line-art correcting perspective and adding detail. I create concept work, colour, greyscale, light and texture in 2D all within tight deadlines. I worked on backgrounds and concept art for characters as well as a few cut scene assets.

PUBLISHED TITLES

Nightfall Mysteries: Curse of the Opera

Nightfall Mysteries: Asylum Conspiracy

Lost Chronicles: Salem

Written Legends: Nightmare at Sea

Cursed Memories: Secret of Agony Creek

PICA United 2004-Present

Graphic Designer/3d Modeller/Animator

I designed business cards, logos and other media relating to corporate identity. I worked on animation/motion graphics pieces in a team most notably for the Royal Ontario Museum's new textile wing exhibit. Quality work within tight deadlines was a working norm.

H&E Printing Services February 2001-July 2006

Junior Graphic Designer/Clerk

I designed business cards for company clients as well as consulted with them about layout, colour schemes and design aesthetics. I was responsible for conversion of files for use in different applications and working with client provided assets and making files suitable for press work. Overseeing project planning through to completion was a common role I took during my time there.

EDUCATION

Seneca College, Toronto, ON

Digital Media Arts Diploma – 2001

DMA (formerly illustration) focuses on the harmonious integration and various techniques of traditional and digital mediums in illustration and new media.

Bishop Allen Academy, Toronto, ON

Ontario Secondary School Diploma – 1999

Honour Roll Student gr. 11, 12, OAC and recipient of the Technical Design Award

QUALIFICATIONS

Computer and Printing Knowledge:

Adobe Photoshop

Adobe Illustrator

Quark Xpress

Corel Draw

Corel Painter

Adobe Flash (beginner)

3d Studio Max

Adobe InDesign (beginner)

Experience with MAC & PC format

INTERESTS

Art, Animation, Graphic Design, Physics, Movies, Documentaries, Art books, Package design, 80's Toys, Papercraft, Video Games