



# Daniel Bird | Capture Artist

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## Links

[https://youtu.be/7\\_f\\_z06bLdA](https://youtu.be/7_f_z06bLdA)

<https://www.picashot.co/hangaku>

<https://www.linkedin.com/in/daniel-bird-a6bb13192/>

## Skill Profile

Architectural Design and Visualisation

3D Modelling and Sculpting

Basic Rigging and Retopology

Technical Drawing + CAD

Concept Design and illustration

Video Editing and basic compositing/VFX

Photography and post processing

Understanding of Narrative Design and Theory

## Software skills

Blender

Zbrush

Unreal Engine 5

Substance Painter

Adobe Suite

- Photoshop
- After Effects
- InDesign
- Lightroom
- Illustrator (basic)

Autodesk Suite

- AutoCad
- Revit
- Maya (basic)

Vegas Pro

Sketchup

Vray

Solidworks

Microsoft office

Python / C++

## Professional Summary

Hard working, articulate and intelligent videographer specialising in virtual photography and cinematography for games and game trailers. Proficient in and able to draw from a varied creative skillset, with experience in live and digital video production, operating cameras and compositing shots, industry standard 3D modeling workflows, and digital illustration and image creation. Educated in and passionate about narrative theory and designing with storytelling in mind, with experience applying these concepts into projects efficiently and with great attention to detail. A candidate who is eager to learn, passionate and informed about the industry, and adept at finding creative solutions to design problems and collaborating to produce innovative results to meet deadlines.

## Education

BA Architecture (Hons) 2.1 | Newcastle University | Sep 2019 - May 2023

- Final project - Land Yachting Centre: Changing the narrative for Redcar
- Thesis - Narrative as Method: The pertinence of human stories to Architectural Design
- Key modules - Architectural Theory, Professional Practice and Management, Architectural Technology

A Level (AAB) | Bedford Modern School | Sep 2017 - June 2019 (Maths, Product Design, Physics + one year of Computer Science)

IGCSE (9A\*, 1A) | Bedford Modern School | Sep 2015 - June 2017

## Work Experience

Contract Videographer | Towers Health & Racquets | Jan 2025 - June 2025

- Liaising with the marketing director to plan and arrange shooting locations, props and actors for live video shoots of various subjects.
- Creating and storyboarding narrative sequences to portray desired messages in company advertisements.
- Maintaining a consistently high standard and promptly responding to feedback and design criticism to meet varying briefs each week.

Retail Assistant | Onestop, Bromham | Sep 2023 - Nov 2024

- Completed tasks promptly and to a high standard, with an efficient work rate.
- Maintained professional practice and standards within the workplace, and ensured compliance with official regulation.
- Interacted with colleagues and customers in a friendly and contributive manner.
- Maintained punctuality, communication and discipline with my superiors.

Architectural Assistant | MK40 Architects, Bedford | Summer 2018

Architectural Assistant | CZWG Architects, London | Summer 2017

- Engaged in regular meetings with my assigned supervisor to simulate a client-led design process, facilitating effective communication and problem-solving.
- Used CAD software and Adobe Suite to develop interactive 3D models and renders of ongoing projects, providing valuable support to the team.
- Conducted comprehensive on-site surveys, assisting in measurements, sketching, and meticulous record-keeping.
- Collaborated with colleagues to streamline workflow and optimize project coordination within the firm, demonstrating perseverance and consistency to produce high quality work towards daily deadlines.

# Personal Profile

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Virtual photography, Videography and Editing | Hobby and Freelance work

- Creator of youtube content, incorporating motion graphics and animation, sound design, compositing, and visual effect suites to create game trailers and edits.
- Using NVidia Shadowplay, ReShade and camera injection tools to capture and record gameplay in games such as Destiny 2, Elden Ring and Call of Duty, directing and filming cinematic footage with players as actors, and formatting and organising media files for easy access and ready distribution across systems.
- Worked with The Convergence Team to help produce video content for the Elden Ring 'Convergence' Mod, showcasing added classes, abilities, enemies and locations.
- Maintained a blog of virtual photography, using virtual cameras, mods and post-processors to compose, light, shoot and edit photos within multiple game engines.
- Working freelance with paying online clients, responding to demands and working within deadlines to produce edited long and short-form video content.
- Member of online community of creators, interacting, critiquing and competing with each other in timed content creation events.

3D modelling | Artistic practice

- Utilising Blender, Zbrush, Unreal Engine and Substance Painter in the creation of real-time characters, and game-ready props and environments.
- Learning and implementing essential industry standard workflows such as retopology, rigging, UV unwrapping, texture mapping and baking.
- Maintaining a keen awareness of video game and film industry trends and news.
- Translating and expanding upon 2D digital paintings and designs into 3D from scratch to a fully realised piece.

Extended project qualification | Film Group Project | 2018-2019

- Worked alongside a partner to designate roles and tasks throughout the project.
- Managed and monitored progression to hit deadlines.
- Scheduled frequent meetings with my partner, sources, aides and supervisors to obtain new information and progress the project.
- Arranged and scheduled equipment, locations and actors for practical shoots.
- Operated camera equipment and video software to produce two short films.
- Presented our findings both as an extended piece of academic writing accompanying the film, and as a live presentation to a board of examiners.

Travel to Asia | Personal trip abroad | 2023

- Visited Vietnam, Cambodia and Thailand travelling as a three, then Taiwan, Japan and Korea travelling solo, engaging with different languages and cultures.
- Organised transportation, accommodation and activities over 2 months of travel.
- Developed a willingness to step outside my comfort zone in multiple respects.

Sporting career | Solo and Team Sports | 2010-2019

- Rugby player for 9 years, progressing from non-starter to first team over school career.
- Attended regular after school training sessions.
- Player in all fixtures on month-long Canada rugby tour.
- Keen sprinter who represented BMS in local and regional athletics meets.

Duke of Edinburgh | Volunteering, Skills and Expedition | 2016-2017

- Volunteered at a primary school, assisting staff with the after school club.
- Developed my communication skills attending to the needs of young children and colleagues.
- Advanced in piano grade to grade 3
- Planned and completed an examined group expedition across 2 days.

# References

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References available upon request

Jo Saywell

Marketing Manager

Club Towers

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Ben Bridgens

Personal Tutor

Newcastle University

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