



# DANIEL CACATIAN

2D/3D Artist

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📍 Montréal, Canada

## CREATIVE STATEMENT

Daniel Cacatian is someone who wants to become a superhero. He wishes to be someone trustworthy, creative, reliable and inspiring. He does so by polishing and learning new skills to become an artist you can rely on in collaborative projects and creates short films with hopes they will inspire others to become heroes themselves.

## PROJECTS

### 2023

- **The Calm Before the Storm (WIP) - a PROJECT://SPARK Animation**  
3D/2D film project for an original concept

### 2022

- **Ch[AR]ming Montréal - a Research Creation Project**  
Collaborative research project exploring AR technology

- **Simulator - the Video Game**  
2D Artist for a minigame-style game jam project

- **Train to Nowhere - a Lo-Fi Loop Animation**  
3D/2D loop animation that emulates lo-fi vibes

- **Pixel Pal - an App Design Concept**  
UI/UX design concept of an app to motivate students

- **Monochromatic Mapping - a Black/White Digital Art Collection**  
2D digital art that uses gradient mapping for coloring

### 2021

- **Climb - a Soar Animation**  
2D hand-drawn short film based on the character Sou

- **Māku & Sou - a Soar Original Character Art**  
2D original character art for an original concept

## EDUCATION

### 2020-2023

**Bachelor of Fine Arts**  
**(Specialization in Computation Arts)**  
Concordia University

### 2017-2020

**DEC in Office Systems Technology:**  
**Micropublishing and Hypermedia**  
Vanier College

## EXPERIENCE

### 2020-2023

**Freelance Graphic Designer for McGill University School of Continuing Studies**  
Helps McGill SCS advertise their many programs, webinars and workshops by designing banners for its respective media platforms.

### 2019-PRESENT

**Freelance Artist**  
Receives various art commissions from clients that range from design, 2D art, video editing, and photography (can be found in the list of projects).

### 2018-2020

**Web supervisor for TTNQ (Therapeutic Touch Network of Québec)**  
Watched over a WordPress website for a group called TTNQ and was in charge of updating and making some changes to the website for them.

- New Beginnings -  
a Soar Low Poly Diorama  
3D diorama inspired by an original concept

## 2020

- Game On -  
a PS5 Inspired Poster Collection  
Inspired poster designs of PlayStation 5 games

- Onward & Forward -  
a NASA Inspired Poster Collection  
Inspired NASA poster designs of space entities

- Cloud Nine -  
a Speed Art Collection  
2D digital art of clouds that represent happiness

## 2019

- Luminous -  
a Light Art Collection  
3D art that uses light composition with symbolism

- Helios Fusion -  
a Dragon Boat Design Project  
Logo and jersey design for a dragon boat sports team

- Realism Drawings -  
a Studio Art Collection  
Drawings made with a pencil from a studio art class

## TECHNICAL SKILLS

3D Modelling	■	■	■	■	■
Digital Drawing	■	■	■	■	■
2D Animation	■	■	■	■	■
Video Editing	■	■	■	■	■
UI/UX Design	■	■	■	■	■
Graphic Design	■	■	■	■	■
HTML/CSS	■	■	■	■	■
Game Design	■	■	■	■	■

## SOFTWARE SKILLS

- Blender
- Photoshop
- Unity
- After Effects
- Premiere Pro
- Illustrator
- InDesign
- Web Design

## SOFT SKILLS

- Creative Thinking
- Problem Solving
- Resourcefulness
- Communicative
- Cooperative
- Friendly
- Organized
- Adaptability

## AWARDS

- Honour Student at Vanier College
  - Fall 2017
  - Winter 2018
  - Fall 2018
  - Winter 2019
- Meritas in Art at Félix-Leclerc Secondary School
  - 5th year

## INTERESTS

- Video Games
- Movies
- Drawing
- Superheroes