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

2024

- Bidoof TCG Illustration -
for the Pokémon Illustration Contest 2024
Bidoof illustration for the Pokémon Trading Card Game

2023

- The Calm Before the Storm -
a PROJECT://SPARK Comic
A short digital art of an original concept

- SYN Studio Assignments -
a Collection of Digital Painting Studies
Assignments for the art school SYN Studio

2022

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

- Simpulator -
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

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.

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

- 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

Skill	Level
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 & CERTIFICATIONS

- SYN Studio's Certificate of Completion
  - Digital Painting (Fall 2023)
- Honour Student at Vanier College
  - Fall 2017
  - Winter 2018
  - Fall 2018
  - Winter 2019

INTERESTS

- Video Games
- Movies
- Drawing
- Superheroes