

Daniel McCrummen

Character TD

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Summary

To continually grow as a professional artist within a team based environment, with a focus in character rigging and development.

Skills

Maya

Python

C++

PyQt

MEL

Work experience

Insomniac Games Feb. 2021-Current
Senior Character TD

Reel FX Feb. 2013 - Feb. 2021
Lead Rigging Artist

Oddfellows July. 2018 - Aug. 2018
Free Lance Character Rigger

Brazen Animation July. 2017 - Aug. 2017
Free Lance Character Rigger

Rigging Dojo Jun. 2013 - Sep. 2017
Course Instructor for Face 101

Ignition Florida May. 2008 - Nov. 2010
Technical Animator

Education

Full Sail University 2004 - 2006
Bachelors of Computer Animation

Full Sail University 2003 - 2004
Associates of Computer Animation

South Plains College 2001 - 2003
Associates of Computer Aided Drafting