

Daniel Seiberling

visual effects - 3D generalist - art direction

EXPERTISE

Visual Effects / Particle Systems / Shaders / Animation / State Machines / 3D models
Art Direction / Art Pipelines and Workflows / Game Asset Optimization / Unity

PROFESSIONAL HIGHLIGHTS - *over two decades of game development experience*

GreenPark Sports, Burlingame — *Lead Visual Effects Artist* October 2020 - Present

Character, environmental, and UI effects, vfx pipeline development, outsource management: **GreenPark Sports**

Machine Zone, Palo Alto — *Visual Effects Artist* January 2020 - June 2020

Visual effects, camera animations, event logic for mobile MMORPG: **Crystalborne: Heroes of Fate**

PlayStudios, Burlingame — *Visual Effects Artist* 2017 - 2019 (two years)

Developed visual effects in Unity for mobile casino games: **My Vegas** and **Royal Charms Slots**

Storm8, Redwood City — *Lead Artist* 2011-2017 (six years)

Art Directed multiple free-to-play titles across different mobile genres:

MobsterWars, KnightWars, City Story Metro (Invest Express)
Mystery Seeker Story, Mystery Crimes (Hidden Object Games)
WordSearch, Sudoku, JuiceBox, HarlemShake (Casual)
Bingo World Games, Monopoly Bingo, Clue Bingo (CasualCasino)

- Led multiple art teams through complete production cycles from concept to release
- Collaborated with designers and engineers to execute fun and memorable features and mechanics
- Strategized art pipelines around production scope and constraints
- Set visual targets, facilitated knowledge sharing, provided guides and remote art direction for outsourced contractors
- Provided visual effects for many additional games and instructed artists in use of particle tools
- Developed product packaging and tuned First Time User Experience to achieve increases in installs and retention
- Worked directly with Hasbro to ensure productive use of CLUE and MONOPOLY branded properties

Planet Moon Studios, San Francisco — *Senior 3D Artist* 2005 - 2009 (four years)

- Developed unique art pipelines and solved technical art problems in concert with graphics engineers
- Environment art - animated props - game cameras
- Technical and conceptual problem solver for art team

Infected (PSP) - **AfterBurner** (PSP) - **Conan** (PSP) - (canceled)
My Amazing Story (Xbox360 / UnrealEngine) - (canceled)
Drawn To Life (Wii) - **Battle of the Bands** (Wii)

Black Box Games / EA Blackbox, Vancouver — *Lead Environment Artist*

1999 - 2005 (six years)

- Hired and Led remote environment art team through conception, production and implementation for:

Need For Speed Hot Pursuit 2 (PS2)
Need For Speed Underground (PS2)