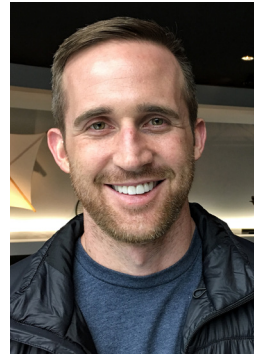


Daniel McCrummen

Character TD

contact@danielmccrummen.com

www.danielmccrummen.com



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
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Senior Character TD

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

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

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

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

Ignition Florida	May. 2008 - Nov. 2010
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Technical Animator

Education

Full Sail University	2004 - 2006
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Bachelors of Computer Animation

Full Sail University	2003 - 2004
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Associates of Computer Animation

South Plains College	2001 - 2003
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Associates of Computer Aided Drafting