

Resume:
Daniel Tiesling

LOCATION
Pomona, CA

PHONE
(770) 843-0946

EMAIL
tiesling@gmail.com

WEBSITE
www.DanielTiesling.com

Education

Savannah College of Art & Design (SCAD)
BFA Animation

Skills

Specialties

- Programming/Tools Development
- Rigging
- Character Animation

Proficiencies

- Texturing
- Lighting
- Hard Surface Modeling
- Rendering
- Compositing

Languages/Libraries

- Python
- PyQt
- Javascript/jQuery
- C#
- Django
- Perl
- Bash
- Mel/Pymel
- HTML/CSS

Software Packages

- Maya
- Unity3D
- Nuke
- Katana
- Adobe Photoshop
- Final Cut Pro
- GIMP

Environments

- Linux
- Mac
- Windows

Work Experience

August 2012 - Present – Development Specialist, Sony Pictures Imageworks; Culver City, CA

DEVELOPMENT SPECIALISTS ARE RESPONSIBLE FOR CREATING AND MAINTAINING THE CODEBASE (TOOLS AND API) USED BY FRONT-LINE TECHNICAL TEAMS TO SUPPORT SHOW PIPELINES.

- Lessened data restore processing time 60-90% with comprehensive restore tool.
- Cut Aspera ftp transfer 50% by parallelizing transfers with python module.
- Eliminated time to identify render farm jobs impacting disk space with suite of disk tools.
- Cut frame approval process to one step with PyQt plugin for proprietary frame viewer.

September 2010 - August 2012 – Senior PST, Sony Pictures Imageworks; Culver City, CA

THE PRODUCTION SERVICES TECHNICIAN (PST) TEAM IS RESPONSIBLE FOR MANAGING ALL OF THE DATA FOR A PRODUCTION, RENDER WRANGLING, ARTIST SUPPORT, DELIVERIES, AND WRITING TOOLS FOR AUTOMATING ALL OF THESE PROCESSES.

- Reduced artist iteration time 20-50% through python program with a configurable algorithm to identify test frames and auto-allocate resources
- Reduced preparation time for stereo client deliveries from 5 hours to 10 minutes with Python script to automate process.
- Developed a Maya playblast module allowing playblasts to be run on the render farm which cut processing time from hours to minutes.
- Crewed on Green Lantern, Men in Black 3, and Hotel Transylvania.
- Received Sony Pictures Applause Award and Joule Award for outstanding achievement.

April 2009 - September 2010 – Technical Artist, LITE 3D; Lafayette, LA

TECHNICAL ARTIST/RIGGER AS A SPECIALTY WHILE PERFORMING THE TASKS OF A GENERALIST ON A DAY-TO-DAY BASIS.

- Projects included realtime, linear, graphic design, VR, Stereoscopic and live-action.
- Lead on project to create a virtual tour of LITE's facility using Unity3D.
- Reduced time to rig characters to facility specs 75% with suite of auto-rigging tools.
- Created automated export pipeline to transfer animation data from Maya to Unity 3D lowering processing time 80%.
- Wrote and taught a course on character rigging at juvenile detention centers and libraries as part of a community outreach partnership between LITE and the local government.

November 2007 - December 2008 – Character Set Up Artist, Radical Axis Studios; Atlanta, GA

INTERN KEPT ON AS FREELANCER TO RIG ALL CHARACTERS FOR AN ADULT SWIM PILOT.

- Rigged and animated the flight cycle for a dragon for 3D gag on Aqua Teen Hunger Force.
- Completed character set-up on all 12 main characters for a Cartoon Network pilot.

Miscellaneous

Hybrid Animation: 2D/3D Animation Pipelines, Focal Press - 2010 - Textbook

- Contributed rigs and models.

Quercus Vennenum - 2008 - Student Film

- Contributed rigs and animation.
- 2008 Savannah Film Festival, 2008 Daytona Beach Film Festival & 2009 Atlanta Film Festival