

DAMIAN MORRISON TECH ART

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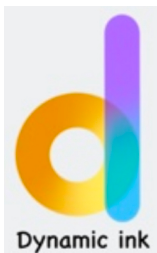
Morrisonmonster.com

Los Angeles, Ca

SUMMARY

Technical Artist with 7 YEARS in indie game development, 3 fully shipped games, and over 20 years of people skills, I bring a unique blend of graffiti styles artistry, technical expertise, and communication to my work making tools that save thousands of man hours. 3D modeling, rigging, and animation and an obsession with optimization, I've perfected creating lush, snappy experiences that deliver deep visuals and banging electric soundtracks.

Collaborators



SKILLS

- 7 Years of iOS/Android development (**Unity/Unreal**)
- 3 published games(**App Store/Play Store**)
- 2D/3D Modeling (**Nomad/Maya/Blender**)
- Shaders/Post Processing(**Unity/Unreal**)
- Dynamic tools/systems (**Visual studios**)
- 2D/3D Visual FX(**Unity/Unreal**)
- Level Design/Lighting (**Unity/Unreal**)
- Character/Object Animation (**Blender/Unity/Unreal**)
- Soundtrack Composer (**FLStudio**)
- **Unity (10 Years)**
- **Unreal (4 Years)**
- **Maya (5 Years)**
- **Blender (2 Years)**

EXPERIENCE

Dynamic Ink

Lead Animator

April 2017 - Present (7 years 7 months) West Hollywood, California, United States

I work as an animator/music composer, Ui artist and gameplay designer. Creating with a small team of technical artists and developers to provide personal gaming experiences to a mobile market. Primarily dealing with animation gameplay design and trouble shooting.

Kickstarter

C# Developer

March 2021 - June 2023 (2 years 4 months) Los Angeles, California, United States

Fully solo dev'd the creation from top to bottom. Code, art, and deployment of iOS and Android. As well as Kickstarted a \$5000 campaign to create the mobile dating game "Wonderlust" Created various material regarding the handling and production of the game as well as produced the project as a solo dev largely handling code, art, and listing on various online mobile stores

Twitter

Twitter Data Dash

May 2022 - October 2022 (6 months) United States

Creating twitter first data focused video game guide. Taking players through how twitters terms and conditions work. Handled complete creation of code and level design/ Tool creation for the game. [Twitterdatadash.com](https://twitterdatadash.com)

Momo pixel

C# Developer

March 2022 - June 2022 (4 months) New York, United States

Worked with the award winning developer Momo pixel to create a short form mobile game.

Premium polygon

Concept Artist

April 2013 - October 2013 (7 months) Los Angeles, California, United States

Worked with 3D modelers to create concepts for enemies, buildings , and

EDUCATION

Art Institute bachelors in computer science (2013-2016)