

Dayan Paul

Producer/Director/Game Artist

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Expertise:

- Produces Award winning creative content.
- Utilizes Agile/scrum management in product development.
- Leadership and communication skills in managing creative and technical people.
- Design and creative content development from concept to final product.
- Specialized in 3D animation, and traditional Illustration.
- Creative development for Games, Animation, and Visual Story Telling.
- Combine Traditional Art Techniques (Painting & Sculpture) with Computer Graphics.
- Works with high-profile licenses for interactive games and entertainment.
- Experience in developing over 100 commercial products.
- Award-winning Producer/Director/Screen Writer/Animator.

App Experience:

International Game Technologies - Reno, NV

Senior Artist - Systems (2012 - present) Senior 3D artist (2001 - 2003)

Work includes all aspects of design and art direction. Currently creates mobile apps for iOS and Android devices, and cloud-based applications. Additional work includes HTML5-based application designed to run on gaming machines and overhead display networks. Works with design on multiple teams in China, Las Vegas, Reno and San Francisco. Certified SCRUM Master through Platinum Edge. Projects include Game Pulse, Auction Action, Conrail, Ad Manager, M5, and SyncSation.

Game Experience:



As Senior 3D artist, produced Alien, one of the company's best performing games of all time. Utilized licensed titles as well as original game content. Created game elements such as UI designs, character animations, effects, and level designs. Worked with teams of artists and engineers to make the industry's most successful games. Game titles include *Alien*, *The Terminator*, *Sea Monkeys*, *Snow Globes*, and *Magic Eight Ball*. Supported games such as *Little Green Men Jr.*, *Bogart and Bergman*, *18-Reeler*, and *Jeopardy*.



Bally Technologies - Reno, NV - Game Designer 3 (2005 - 2012)

Created game art for mobile apps, gaming cabinets, digital displays, and other gaming innovations. Developed many of Bally's competitive Video Gaming Products, including top performing premium products and core games. Produced UI designs, animation, and illustrations. Innovated game play design as well as complex graphical implementations and techniques. Conceptualized game cabinet facades, lighting techniques, and stereoscopic imagery. Worked with teams of artists to create cutting edge games, and move gaming into mobile applications. Games Include *Lightning Jackpots*, *Vampire Dynasty*, *5 Sevens Jackpots*, *Good Fortune*, *Seven Dragons*, *Firebird*, *Wild Mustangs*, *Wild Buffalo*, and the entire *Hot Shots Progressives* family of games. Supported games in Class 2, Class 3, Lottery, and International markets.



Sierra Design Group - Reno, NV - Video Design Animator (2003 - 2005)

Created some of the company's first successful products in the Class 2 and Lottery markets. Original game concepts were developed and produced in emerging markets for casino gaming. Games include: *Gifts from the Gods*, *Super Seniors*, *Arctic Ice*, and *Fixin' to Win*.



Silicon Gaming, Inc. - Palo Alto, CA - Consulting Designer /Art Director (1999 - 2000)

Worked on some of the first touch-screen games for dynamic video slot machines on the first high-end video slot platform, called the *Odyssey*. Titles include *Silver Belle Express*, and *Big Buckaroos*.



Gamelet - SF, CA - 3D Artist/Consulting Game Developer (December 2000)

Created artworks and animation game assets for an online 3D racing game for car company *Subaru*.



Disney Quest / Millennium Rush - Princeton, NJ - 3D Game Design Consultant (1998)

Worked with Virtual Reality programmers and artists at Millennium Rush to create a real-time 3D sword-fighting VR theme park ride, called "Ride the Comix", exhibited at Disney World, FL, and Downtown Disney, Chicago. Project included creating 3D worlds for action heroes, modeling, and texture map designs.

Education:

Master of Fine Arts, School of Visual Arts - NYC 1993

Concentration: Computer Art. Courses in 3D Animation, Interactive Design, and Computer Art History.

Bachelor of Fine Arts, School of Visual Arts - NYC 1990

Concentration: Illustration. Courses in Drawing, Painting, Sculpture, Photography, Pictorial Problems, and Art History. Continued studies in Stop Motion Animation, Screenplay Writing, and Cinematography.

Exhibits:

The Chapter House - NV - "November Fire" (2004)

Brooklyn Children's Museum - NY - "Together in the City!" (1999 - 2002)

Visual Arts Gallery - Soho, NY - "The 3D Illustrators Show" (1990 & 1993)

Visual Arts Gallery - Soho, NY - Masters of the Computer" (1993)

Visual Arts Gallery - Chelsea, NY - AT&T's "Digital Jambalaya" (1992)

Liberty Science Center - NJ - Interactive Arts (1995)

Marcella Geltman Gallery - NJ - Group Shows (1990 - 1992)

Lackawanna Station - NJ - Group Show (1991)

Digital Consulting:

Founder - Antipode Entertainment Inc.

Produced 100s of gaming support products, developed original content, and created award winning animation work. Led teams of artists to work on multiple projects with demanding deadlines for trade shows and game releases.



Alias Wavefront/Snader Associates - Roseville, CA - Certified Demo Artist (2006-2007)

Performed annual demonstrations of new software releases of Maya and Motion Builder in Sacramento, CA, Reno, NV, and Salt Lake City, UT.

Oz Ecity - Los Angeles, CA - 3D Artist/Consultant (2000)

Created virtual 3D Landscapes in Maya Paint Effects for an animated TV pilot.



Paraform - Los Altos, CA - 3D Developer/Artist (1998)

Developer of animation using a digitized 3D model of a super hero character, demonstrating Paraform's modeling tools. Project included environmental modeling, lighting and animation.



MTV Networks - NYC - Interactive Consultant (March 1997)

Worked on an interactive kiosk using multimedia tools, for the MTV Tour Bus.



Digital Publishing:

DC Comics/Rosebush Co. - NY - 3D Artist (1996)

Created 3D artworks of the Batman Cave for the "DC Comics 25th Anniversary" CD-ROM game.



Byron Preiss - NYC - Multimedia Illustrator/Designer (1993-1995)

Created artworks and animation for consumer CD-ROM games, including icon design, illustrations of fictitious planets, and designs for dinosaur origami models.

Published for: Scientific American and Microsoft Home.



Troll Books - NJ - Senior Animator/Developer (1993-1994)

Created the first interactive CD-ROM for Troll Books called "Legends of the Americas." Stories included "The Llama's Secret", "The Hummingbird King", and "Opossum and the Great Firemaker."



Simon & Schuster/Prentice Hall - NJ - Interactive Designer (1995-1996)

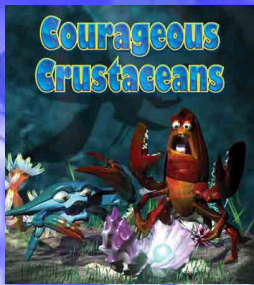
Created multimedia animation and artworks for consumer CD-ROM games.



In Jersey/Asbury Park Press - NJ - Senior Multimedia Consultant (1994-1996)

Led a multimedia team into Product Development. Trained the staff and directed multimedia projects.

Filmography



Gun Bugs (2013)- Produced and developed animation test for potential feature film. Created character designs, toy designs, 3d Print prototypes, animatics, 3D models, and animation..

Courageous Crustaceans - Animation Writer/Director/Producer (2010) - Created and developed a wacky animated adventure about pre-historic evolution. Led a small team of artists to create character designs, story boards, animatics, 3D models, lighting, animation, rendering and post effects. The film was awarded over 12 times at film festivals.

Giant Killer Hogs- Screenwriter/Director (2011) - Wrote the award-winning screenplay and directed the entire location shoot for the film trailer. This film is a comedy/horror genre about Giant Killer Hogs.

Smoking Spurs - Animation Director (2011) - Directed and produced an animated bunny character, and composited it into live action footage for this independent comedy film about cowboy zombies.

The Villikon Chronicles - Interim Visual Effects Supervisor (2007) - Managed a Visual Effects team of artists and animators from 5 different countries to produce visual effects shots. The work included pre and post visualization techniques to stylize the look of the film, 3D animation, and compositing. The team created virtual sets, environments, animated creatures, vehicles, spacecrafts, and other sci-fi imagery.

Journey to Wonder World - Animation Writer (2002)
Wrote 2 television screen plays for the animated series pilot, for the Chinese market.



Awards and Honors:



- Best Animated Film - Yosemite Film Festival 2011**
- Gold Award - Hollywood Screenplay Contest 2011**
- 3rd Place - Screenplay Competition Winner - Honolulu Film Awards 2011**
- Silver Lei Award - Honolulu Film Awards 2011**
- Official Finalist - Creative World Awards 2011**
- Official Finalist - Las Vegas Film Festival 2011**
- Official Selection - North West Animation Festival 2011**
- Official Selection - High Desert Shorts International Film Festival 2011**
- Merit Award - Los Angeles Cinema Festival of Hollywood 2010**
- Silver Award - California Film Awards 2010**
- Golden Reel Award - Nevada Film Festival 2010**
- Official Selection - Anchorage International Film Festival 2010**
- Second Place - Animation Magazine's Pitch Party, August Issue 2004**
- Bronze Excellence - Digitalink Design & Advertising Award 1996**
- Dimensional Illustrators Awards Show - 3D computer illustration 1996**
- Full Scholarship - The School of Visual Arts - NY (1991- 1993) MFA Computer Art Program.**