



DANIEL BRUZZESE

VFX TECHNICAL ARTIST

CONTACT

daniel.bruzzese98@gmail.com
danielbruzzese.com
Los Angeles, CA
(347) 844-3148
[linkedin.com/in/danielbruzzese](https://www.linkedin.com/in/danielbruzzese)

ACCOLADES

Winner of the 2019 Student Emmy for Animation/Graphics/Special Effects from the NATAS New England Chapter

Dean's List 2016 - 2021

TECHNICAL SKILLS

Houdini
Nuke
Unreal + Unity
Autodesk Maya
Redshift/Mantra/Karma/Vray
Substance Painter

C++ • Python • Vex
Java • HTML • CSS

SKILLS

Procedural/Simulated Visual Effects
Realtime Effects for Games
AR/VR Content Creation

INTERESTS

Snowboarding, Survivor,
Dog Training

EXPERIENCE

Effects Artist

Walt Disney Animation Studios, Los Angeles, CA (Jun. 2024 – Oct. 2024)

- Credited artist for **"Moana 2"**
- Shot work included oceans, white water, fluid simulations, tornados, lightning, and more.

Effects Artist

DreamWorks Animation, Los Angeles, CA (Sep. 2021 – Jun. 2024)

- Credited artist for **"The Wild Robot"**, **"Kung Fu Panda 4"**, **"Trolls: Band Together"**, **"Ruby Gillman: Teenage Kraken"**, and **"Puss in Boots: The Last Wish"**.
- Shot work included fire simulations of varying styles, fluid simulations, rigid body dynamics, volumetric work, and more.

Augmented Reality Artist Collaboration (Freelance)

The Morris Museum, Morris, NJ (Jun. 2021 – Sep. 2021)

"Body Double" exhibition on display from Nov. 2021 through April 2022.

- Collaborated with visual artists the Safarani Sisters to develop a mixed reality art installation to be viewed with the Microsoft HoloLens.
- Created the 3D portion of the installation in Houdini and then developed it into a Unity application built for the HoloLens using Microsoft's Mixed Reality Toolkit.

Multimedia Designer

Boston Red Sox, Boston, MA (Jan. – Dec. 2019 & Dec. 2020 – Sep. 2021)

- Developed and tested engaging augmented reality experiences in collaboration with Major League Baseball using MLB's AR toolkit, Spark AR, and Lens Studio for distribution to over 30,000 fans per game.
- Produced 3D models and animations using Autodesk Maya for social media accounts with over 2 million followers as well as branded promotional content for web distribution.

Junior CG Artist

ZERO VFX, Boston, MA (Sep. 2019 – Mar. 2020)

- Created high resolution CG assets for feature films, television, and advertisements using Autodesk Maya, Substance Painter, and Vray.

EDUCATION

Northeastern University Boston, MA

BFA in Media Arts, Graduated May 2021 with Honors

- Concentration in Animation and a Minor in Computer Science