



DANIEL BRUZZESE

Visual Effects Artist + 3D Designer

CONTACT

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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

Autodesk Maya
Houdini
Redshift
Substance Painter
Cinema4D

C++ • Python • Vex
Java • HTML • CSS

SKILLS

Visual Effects
2D & 3D Animation
Augmented Reality
Web Design

INTERESTS

Snowboarding, Survivor,
Dog Training

EXPERIENCE

Multimedia Designer

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

- Produced 3D models and animations for social media accounts with over 2 million followers.
- Develop engaging augmented reality experiences for distribution to over 30,000 fans per game.
- Create, prototype, and test new AR experiences in collaboration with Major League Baseball.

Junior CG Artist

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

- Created high resolution CG assets for feature films, television, and advertisements.
- Assisted in creating 3D photo scans for commercial spots.
- Developed film shots into breakdown reel footage.

Animator/Research Assistant

Northeastern University, Boston, MA (Jun. – Oct. 2018)

- Developed storyboards and idea proposals.
 - Created 2D and 3D animations for the "Reinventing Local TV News Project."
 - Edited the animations together with footage and added sound effects.
- * Awarded the 2019 Student Emmy for work on project

ADDITIONAL EXPERIENCE

Student Volunteer

ACM SIGGRAPH, Vancouver, CA (Aug. 2018)

- Selected from over 1,000 applicants to assist the venues and help assure a successful annual ACM SIGGRAPH conference.

Treasurer

Northeastern Animation Students Association, Boston, MA (Jan. – Dec. 2018)

- Managed all financial aspects of the club.
- Worked with team to plan and run bi-weekly meetings
- Organized fundraising events in collaboration with local restaurants.

EDUCATION

Northeastern University Boston, MA

BFA in Media Arts, Graduated May 2021 with Honors

- Concentration in Animation and a Minor in Computer Science
- Relevant Coursework: Animation I & II, Animation for Games, Fundamentals of Computer Science I & II, Object Oriented Design, Programming in C++