

Darryl Aloysius Dias

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SUMMARY

A 3D Generalist seeking a position at an animation studio.

PROFESSIONAL EXPERIENCE

Look Development Artist

Oct 2020 – Present

Flight Crew Productions, Full Sail University, Winter Park, FL

- Hard surface modeling of environments and props.
- Optimization of assets for the Unreal Engine and production of VR ready scenes.
- Testing modeled environments on the Unreal Engine against a variety of hardware specifications.
- Troubleshooting platform specific errors and fixing gameplay bugs.
- Organization, maintenance and version-controlling of project assets.

Research and Development Intern

Apr 2016 – Jun 2016

GameEon, Mumbai, India

- Building shaders for the Unreal Engine.
- Planning the final look of the games currently in development.
- Optimizing existing assets for the Unreal Engine.

EDUCATIONAL

Bachelor of Science – Computer Animation

Oct 2017 – Oct 2020

Full Sail University, Winter Park, FL, USA

- **Specializations:** Look development – shading and lighting.

Senior Secondary School Certificate – Commerce

Apr 2013

National Institute of Open Schooling, Delhi, India

PUBLICLY ACCESSIBLE PROJECTS

ArtStation

Find at [darryl.artstation.com](https://www.artstation.com/darryl)

ArtStation portfolio.

GitHub

Find at github.com/DarrylDias

Web and software development projects

PROFICIENCIES

Languages: English (native), Hindi (fluent), Konkani (fluent)

Art Skills: 3D Modeling, Environments, Props, Procedural Texturing, Lighting, VFX, Real Time Rendering and Real Time VFX.

3D Graphics: Maya, Blender, Houdini.

Sculpting: Zbrush, Mudbox, Sculptris.

Texturing: Substance Painter, Substance Designer.

2D Graphics: Photoshop, Krita, GIMP, Illustrator, MyPaint.

Compositing: Nuke, Natron, After Effects.

Rendering engines: RenderMan, Arnold, Cycles Renderer, Eevee, CrowdRender.

Game engines: Unreal Engine, Unity3D, Phaser, Love2D.

Programming languages: PHP, Python, Perl.

Can program in any language with reference documentation.

Web: HTML + CSS, HAML, Liquid, Handlebars, Jade, Eco, SASS, LESS, Stylus; XML, JSON, Twig, Responsive Web Design, SEO, Server maintenance, Web security, Networking, Amazon AWS, Google Cloud, VPS and VDI maintenance and management.

Effectively a Front-end Engineer and Server Systems Engineer.

Web tools: PHP, MySQL, SQLite, Apache Server, NGINX, lighttpd.

Workflow: Git, Perforce, Mercurial, AzureDevOps.

Software skills: Software analysis, debugging, refactoring, reverse engineering, data and network security.

Operating Systems: Microsoft Windows + Server + Mobile / Phone + Embedded + IOT, MacOS, iOS, Android, Linux – Ubuntu, Debian, Fedora, RHEL, CentOS, Rocky Linux, Arch, openSUSE, SUSE Enterprise Linux, BSD, OpenSolaris.

Software: Microsoft Office, Visio, Visual Studio, Publisher, Adobe Acrobat, Photoshop, Premier Pro, Final Cut HD + Pro, Teradici, Docker.

Handiwork: Clay sculpting, PC maintenance.