

Daniel Haas

MFA

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Summary

Daniel is an accomplished, interdisciplinary 3D artist trained in Hollywood via Gnomon, Sony Santa Monica and Thatgamecompany, and is significantly influenced by the works of Syd Mead, Scott Robertson and Daniel Dociu. One of the games he worked on, "Flower", is a permanent art fixture at the Smithsonian Institute in Washington DC. Daniel is also an academician, drawn by the excitement and love of instilling CG skills in his art students at the University of Houston, Rice University and Houston Community College. Moreover, he currently freelances in 3D design for rapid prototyping.

Skills

3D Modeling/Animation



Maya, Zbrush, 3dsmax, Blender, C4D, Motion Builder, World Machine, Speed Tree, 3D printing

Texturing



Photoshop, Quixel, Substance, Agisoft

Lighting



Vray, Mental Ray, Octane, UE4, Unity, Stingray, After Effects, Fusion

Work History

Adjunct Professor

Mar 2016 - Present

Houston Community College

I convey design theory and teach in the digital gaming and simulation department

3D Designer Unity Generalist

Jan 2016 - Mar 2016

VerseAI

modeled, textured, lit environments for a data visualization firm. I optimized scenes for very high resolution using texture streaming and mega textures. Workflows were invented to circumvent technical limitations involving such high fidelity in a game engine.

CG Instructor (Maya, Blender, Adobe Suite)

Aug 2013 - Jul 2016

University of Houston

Taught digital tools, intro to Maya and intro to Blender. Explored often overlooked uses for 3D.

Counselor/ Teacher

Jul 2015 - Aug 2015

Digital Media Academy

Helped teach youth Java programming, taught graphic design with Photoshop and Illustrator, and Film at Rice University. We presented very fun final projects to parents.

OISS International Recruiter

Feb 2012 - Sep 2012

Houston Community College

International Student Recruiter: Duties included managing and enrolling students through PeopleSoft, marketing (won best prize for NAFSA convention poster).

Freelance 3D Artist

Jan 2009 - Present

Self

- I 3D print prototypes for engineering firms, animate for the medical and legal professions, and make jewelry.
- Concepting, Creature Design, Pre-lighting, Designing, & modeling/texturing for commercial projects
- Production for Animaholics Inc, San Diego, CA. (via Fox and Encore Hollywood)
- "Just One LastTime" David Guetta (official music video) Modeling/Shading//Texturing: I Designed the robot hands and cybernetic ears for digital compositing.
- House M.D (episode 717) (TV show): Modeling, texturing, shading.
- I modeled a realistic undercarriage for a offroad vehicle intended for digital replacement on green screen shot.
- Raising Hope (TV show): Modeling, texturing, shading. I modeled and textured bird wings for a raven using 3dsmax and Vray.
- Jaw (short film) for SyFy Channel: Creature design, concept, Modeling, Texturing, Shading. Creature design of a monster that grows from a fetus to a man over the course of a few shots.
- Castle (TV show): Matte painting. I collaborated with several artists on a large matte painting of a satellite view of Manhattan.

3D Artist

Apr 2010 - Jun 2010

Yu + Co.

Character Modeling and Texturing for a print ad for Trion's "Rifts: Planes of Telara"

I modeled, posed, and textured various warrior skeletons for a battle scene used for magazine infolds.

Environment Modeling, Texturing and look developing for Turkish Telecom, Marvel Universe Commercial. I modeled and detailed an environment of a Turkish bazaar for a Marvel commercial in Turkey.

3D Artist

Jul 2009 - Sep 2009

Encore Hollywood

production work on House M.D. Creature Modeling and texturing, Hard surface modeling and texturing for a video game cinematic using Zbrush, 3dsmax, Vray. I made several creatures for a surreal video game cinematic involving animated lizard mutants, bird creatures, and cat mutants. I modeled many props used in the backgrounds of several shots and modeled/textured/shaded weapons and armor.

3D Artist

Aug 2008 - Dec 2008

Thatgamecompany

Modeling, texturing, general design work on the Sony Playstation award winning video game Flower. I did everything from concept sketches to bits of lua scripting. I animated ambient environmental debris, designed, modeled, lit, textured, and animated visual effects for the final "boss" tower. I collaborated very closely with the art director and creative director to achieve a collective vision for the team. We finished 2 weeks ahead of schedule.

Education

Master's of Fine Arts

Aug 2013 - May 2015

University of Houston

Studied virtual reality, 3d printing, 3d scanning, and experimental audio in the IPEF program.

(Interdisciplinary Practices and Emerging Forms)

High End CG

Dec 2006 - Jun 2008

Gnomon School of Visual Effects

Studied advanced visual effects in Hollywood CA.

BA

Aug 2001 - May 2006

University of Houston

Received a BA in Art with a minor in Art History

Graduated with University Honors Cum Laude and Membership in the Honors College