

Daniel Wexler

Pipeline Technical Director/ 3D Artist

Vancouver, BC, Canada. Phone +1 (778) 386-9044
<http://www.wexlerdaniel.com> : daniel_wexler@hotmail.com

Summary: Technical director with over four years experience acquired in the worldwide market. I possess strong teamwork, multi-tasking and inter-personal communication skills.

Skill Sets: Autodesk Maya, Maya MEL, Python, Sketches, Adobe Flash/Dreamweaver, Adobe Photoshop/Premiere, MS-Office, HTML.

Employment:

**2007/10 – Present Pipeline TD,
Rainmaker Animation, Vancouver, BC**

- Projects:
 - Escape from planet earth** - Feature film.
 - The Nutty Professor II** - CG Direct to DVD.
 - Various Direct to DVD Productions.**
 - Various Game trailers.**
- Developing RV, Shotgun, Qt Guis and proprietary pipeline tools using Python.
- <http://www.rainmaker.com>

**2007/01 – 2007/10 Maya Generalist/Script Programmer,
Vanguard Animation, Vancouver, BC**

- Projects:
 - Space Chimps** - Feature film.
- Creating MEL scripts and Maya software tools for "Space Chimps".
- Build crowd placement and creation tools using Maya MEL.
- <http://www.vangurdanimation.com>

**2006/06 – 2007/01 Senior Technical Director/Script Programmer,
Rainmaker, Vancouver, BC**

- Projects:
 - Blades of Glory** - Feature film.
 - Night at the Museum** - Feature film.
- Responsible for Facial Rigs and making the rigging process fully automated using MEL scripts.
- Creating tools to combine easy work flow from Maya to Massive & Boujou and vice versa.
- Creating MEL scripts and Maya software tools for various projects.
- <http://www.rainmaker.com>

2006/03 – 2006/06 Pipeline Technical Director.
IDT Entertainment Toronto, Toronto, ON

- Projects:
 - Everyone's Hero** (A.K.A "Yankee Irving") - CG Feature film.
 - VeggieTales** - CG Direct to DVD.
- Creating MEL scripts and Maya software tools for various projects and departments.
- Lighting TD, supporting lighting artists with Mental Ray files and preparing lighting shots for easier pipeline flow.
- Modeling props for "VeggieTales".
- <http://www.dkp.com>

2005/03 – 2006/02 Character Rigger/Technical Director.
Mainframe Entertainment, Vancouver, BC

- Projects:
 - Tony Hawk in BoomBoomSabotage** - CG Direct to DVD.
 - Disney** - R&D for a production.
 - Scary Godmother: The Revenge of Jimmy** - CG Direct to DVD.
 - Max Steel: Forces of Nature** - CG Direct to DVD.
 - Build-A-Bear** - R&D for a production.
- Responsible for rigging, modeling, texturing, lighting and rendering using Maya and XSI software.
- Creating MEL scripts and Maya software tools for various projects.
- Lighting, compositing and rendering scenes using XSI fxTree.
- Research and development for new projects, including R&D of rigging, lighting and rendering.
- Modeling & UV mapping props for various projects.
- <http://www.mainframe.ca>

2003/03 – 2004/12 Lead Character Rigger/Technical Director.
DPSI, Israel

- Projects:
 - Happily Never After** - CG feature film.
 - Sheepish** - CG feature film.
- Responsible for the studio's quadrupeds' rigs.
- Taking part in writing the MEL Scripts that were used for the Maya within the animation pipeline.
- R&D of Syflex engine for cloth and hair simulations.
- Member of the construction team of the automatic rig development with Maya's MEL.
- Building a variety of tools for Maya software.
- <http://www.dpsi.co.il>

Education:

2002/10 – 2004/06 Animation Studies, Animation Department;
Bezalel Academy of Art & Design, Jerusalem
<http://www.bezalel.ac.il/en/>

1999/10 – 2001/06 Animation Studies, Department of Digital Media
Camera Obscura School of Art, Tel-Aviv.
<http://www.camera.org.il/>

1993 – 1996 Givaat Gonen High School, Jerusalem.
Completed matriculation with majors in: English, Biology &
Mathematics.

Military Service:

1996 - 1999 **Israel Defense Forces.**
1st Sergeant in a combat engineering company.

Languages Spoken: English & Hebrew.

Hobbies:

- Sports: Freestyle Frisbee, Jogging.
- Reading
- Painting and Art
- Writing feature film scripts

References upon request.