

# DANIEL VINCENT BIGELOW

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My objective is to manifest thoughtful, visual solutions from sketches to final effects, across the media spectrum; utilizing a myriad of dramatic styles and imaginative techniques.

## PROFICIENCY

- Skills - Illustration, Info graphics, Key Art, Storyboards, 2D Animations, Anamatics, Matte Paintings, Concepts, Texture Maps, Composites, Video Effects, Camera work, Producing, Teaching...
- Applications - Photoshop, Illustrator, AfterEffects, Flash, Dreamweaver, InDesign, Premiere, Freehand, Quark Express, MS Office, ToonBoom, Deep Paint 3D, both PC an Mac Environments...

## EDUCATION

- Los Angeles Fire Department - certification - Community Emergency Response Team
- University of Southern California - certification - How to Start/Run a Small Business
- Los Angeles Community College- certification - Silk Screening
- School of the Art Institute of Chicago - BFA Film/Video - Presidential, Musicfest Scholarships

## WORK HISTORY

Music Video Animation Director / Split Red Records, Chicago / 09-10  
Conceived, boarded, and illustrated for Oh My God's "Bring Yourself"  
Animated every frame to HD format with Adobe AfterEffects CS4

Video Game Writer / Electronic Arts, Los Angeles / 09-10  
Wrote copy, outlines of 50 lessons for undisclosed Nintendo Wii experience.

Music Video Animation Director / Master Cylinder, Los Angeles / 08-09  
Conceived, co-directed shoot for DragonForce's "The Last Journey Home"  
Art Directed 4 CG modelers/animators, developed effects, composited

Illustrator/Video Designer / Titmouse Inc., Los Angeles / 06-08  
Designed the props for the Cartoon Network show "Metalocalypse"  
Designed backgrounds for Comedy Central pilot "Alligator Boots"  
Illustrated backgrounds, composited for George Clinton's "Bounce To This"

Comic Colorist/Digital Artist / Schnepzone, Los Angeles / 2008  
Inked, painted the 8 page story "Nails" for Boom Studios' Zombie Tales  
Drew backgrounds for "Tales from the Dark Beyond", a short toon series

Comic Colorist / Wild Boar Media, Los Angeles / 2008  
Inked, painted for an 8-page comic short for Boom Studio's Chtulu Tales

Illustrator/Designer / N Da Hoz Records, Chicago / 2008  
Designed logos, CD package, poster for Adero Neely's "Animated" album

Illustrator/Layout Artist / Disney Softlines, Burbank / 2007  
Illustrated designs for the Tinkerbell line of clothes for tween girls  
Laid out art on board games for Princess, Playhouse Disney lines

Video Composer / King Robot, Los Angeles / 2007  
Composited effect shots on an apocalyptic music video for the band Exodus

Music Video Co-director / Master Cylinder, Los Angeles / 2006  
Coco-directed shoot, designed, animated for Eleeven's "You Can Buy Me"

Animator / Fugu Studios, Los Angeles / 2005  
Inked, composited on "Oogloo & Anju", a short series for Cartoon Network

Feature Art Director / KTK Productions, Scottsdale / 04-05  
Designed props, logos, magazine layouts for undisclosed indie feature film  
Co-produced, directed B-roll shoots in Chicago

Media Instructor / YWLCS, Chicago / 2005  
Taught digital photography, video, design to charter high school seniors

Illustrator / PGI Inc., Chicago / 2004  
Illustrated proposal art for Lean Cuisine's "Lean on Me" marathon events

Illustrator / CEL Inc., Chicago / 2004  
Illustrated promo images for a Shure Microphone national DJ event series

Video Co-Creator / Novo Records, Chicago / 2003  
Art directed, produced, shot, effected for Oh My God's "Get Steady"  
Video was screened in Tower Records, Virgin stores, and on MTV in 2004

Graphics Instructor / Robert Morris College, Chicago / 01-03  
Taught Drawing, 2-D Design, Adobe Illustrator to Bachelors students  
Consulted on tech issues and curriculum for the Graphics Department

Graphic Designer / Philo Awards, Chicago / 2002  
Designed logo for Chicago Philo Awards; honoring excellence in television

Production Designer / TriArts Theatre, Chicago / 2002  
Designed poster, painted a 10'x30' set for the play "A Temporary World"

Digital Artist / Astropolitan Pictures, Chicago / 01-02  
Designed backgrounds, texture-maps on DJ? Acucrack's "So to Speak"  
This, the first CG music video in HD, aired on MTV2 in 2002  
Digitally painted background plates for Anheuser-Busch TV ad, "Blast Off"

Illustrator / KBA Marketing, Chicago / 99-00  
Story boarded successful proposals for multimillion dollar, 10 city event series  
Conceptualized, illustrated branding, fashion, displays, ads for bars, events

Packaging Designer / Midway Games Inc., Chicago / 98-99  
Created, laid out cabinet art on 5 Midway arcade games, 3 Atari arcade games  
Laid out packaging for 3 of Midway's home game system releases

## AWARDS

- Midwest Indy Film Fest: Best Music Video ("Get Steady") 2007
- South Bay Music Awards: Video of the Year ("You Can Buy Me") 2007
- Visual Effects Society, Best Effects in a Music Video ("So To Speak") 2003
- HDFEST Award for Best Visual/ Special Effects in a High-Def Project ("So To Speak") 2003
- Chicago Community Cinema Golden Can Award for Best Music Video ("So To Speak") 2003

## CLIENTS

Electronic Arts, M&M Mars, Anheuser-Busch, Midway, Atari, Columbia College, Robert Morris College, UDV, Interscope Records, Warner Bros, McDonald's, Cartoon Network, ABC Family, Nickelodeon, Gibson, Shure, Sony Pictures, Disney...