

**Daniel J. Fleming**  
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**Dual National - Right to work in UK**

Collaborative, future-looking, fast-learner with strong attention to detail. Innovative problem solver and project manager with a focus on improving processes and quality. Strong technical background in creating visualisations and experience working in multidisciplinary firms which helps in collaboration and coordination across different streams of work and in different software packages.

## Work Experience

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### **Arup**

#### **Visualiser**

London, England

November 2016 - August 2020

Part of the specialist visualisation team within a multidisciplinary engineering and architecture firm. I applied my wide range of skill sets to collaborate with transport planners, rail engineers, landscape designers, acousticians, and architects. My strong relationship building and attention to detail created trust and good final products delivered to many different internal clients. My responsibilities included: 3d modelling, texturing, animation, post production, camera matching, look development, renderfarm management, pipeline development, project management, quality assurance.

#### **An example of my impact:**

The Arup visualisation team was tasked with creating nearly 400 verified photomontages to accompany a Landscape Visual Impact Assessment for a large infrastructure project. This was an increase of more than 400% of the work done in a previous phase. The project also required that other project partners be involved in the photomontage creation. Our methods for tracking photomontage progress, comments, etc. from the previous phase would have been unfeasible to use on this phase given the sheer increase in volume of photomontages, and with the added complication of cross-company collaboration with different visualisation teams. I was tasked with assessing multiple off-the-shelf project management and collaboration solutions, one was chosen, and I created a custom workflow within Shotgun software to match our workflows. Through this system the project manager was able to organise the different teams and successfully deliver the photomontages with constant changing design data and comments, and coordinate across the different companies. Not only was this project successful in its delivery but the team was also able to improve the quality of the finished product to result in one of the largest sets of high quality photorealistic LVIA photomontages ever produced.

### **BHI Media**

#### **Graphics Account Manager**

Austin, Texas

October 2013 - April 2016

Manage the production of marketing collateral assets for Home builders across the country. Set and manage timeline expectations for delivery of high quality marketing assets such as; 3D renderings (photo real, standard, watercolor specialty), floor plans (2D and 3D), site maps, and interactive products. Balance multiple project timelines through coordination with the production team. Increase team efficiency through development and improvement of existing processes. Responsible for research and implementation of new project management software to facilitate better worldwide collaboration across the entire company.

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A pdf of samples of my work may be downloaded from my website here: [PDF Portfolio](#)

## **The Gnomon Workshop**

### **Freelance Writer**

March 2013 - June 2013

Produced articles for both the Gnomon Workshop and Gnomon School Blogs focusing on 3D and Visual Effects industries and education. Interviewed industry artists, and reviewed new technology and industries.

## **Career Break**

### **European/ North Africa Travel**

October 2011 - May 2012

International independent travel to broaden my experience and achieve personal goals. Learned the importance of using combinations of people skills, technology, and language training to creatively solve problems. By putting myself in new and challenging situations I learned to adapt and think quickly in different environments.

## **Page Southerland Page**

### **Visualization Specialist**

Dallas, Texas

March 2009 - October 2011

Sole Visualization Artist on staff responsible for model, texture, and rendering of architectural environments using 3D Studio Max, Photoshop, Auto CAD, REVIT, and Mental Ray. Responsibilities included interpreting Auto CAD files and drawings to accurately recreate architects' designs. Prioritized and coordinated workloads for multiple deadlines and clients. Also created marketing materials and a visual brand standard.

## **Good Fulton & Farrell**

### **Visualization Coordinator**

Dallas, Texas

October 2006 – January 2009

Responsible for leading and coordinating the visualization workload within the team. Also responsible for model, texture, and rendering of Architectural environments using 3D Studio Max, Photoshop, Auto CAD, and Mental Ray. Interpreted Auto CAD files, hand sketches and verbal direction to accurately create an architect's design. Also responsible for assisting marketing department with company recruitment and branding.

## **Jonathan Bailey Associates**

### **Designer**

Dallas, Texas

June 2005 – August 2006

Responsible for Model, Texture and Rendering of Architectural environments using 3D Studio Max, Photoshop, Auto CAD, and Mental Ray. Interpreting Auto CAD files, hand sketches and verbal direction to accurately create an architect's design.

## **Contract Work**

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### **Corgan Media Lab**

#### **3D Modeler**

Dallas, Texas

January 2005

Responsible for modeling different stages of construction progress and creating renders using V-Ray.

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## Education

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### **Tefl Lab London**

CertTESOL

### **London, United Kingdom**

Level 5 Certificate in Teaching English to Speakers of Other Languages

### **The Art Institute of Dallas**

Associate of Applied Arts

### **Dallas, Texas**

Computer Animation, specializing in 3D modeling

## Software

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3D Studio Max

Shotgun Software

After Effects

Corona

Adobe Creative Suite

Premier Pro

V-Ray

Excel/Word

REVIT (Import/Export)

Sini Scripts