

# DANIE MALAN

CHARACTER ARTIST

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Sea Breeze rd  
Cape Town  
South Africa

## OBJECTIVE

Sharing and receiving knowledge. Exploring simple shapes to find the perfect form. Interacting and engaging with interesting and diverse individuals and ending at the common goal.

Simply put, create well thought through forms with collaboration and input from a talented team

## WHY I AM THE BEST CHOICE

Before I start a project I always believe it is better to assess the current situation to see what will bring the best result in the most efficient way.

I deliberately stand back to look at the path at hand objectively so that I can find the best route going forward. I constantly ask the question "What if this happened?" to make sure I cover most possibilities.

I constantly try to develop a new way of approaching my tasks or to speed up repetitive tasks so that there is more time for creativity.

In short I believe that I have the perfect balance between creative and technical thinking to make awesome things.

## LANGUAGE

**English**  
Listening: ●●●●●  
Speaking: ●●●●●  
Fluency: ●●●●●

**Afrikaans**  
Listening: ●●●●●  
Speaking: ●●●●●  
Fluency: ●●●●●

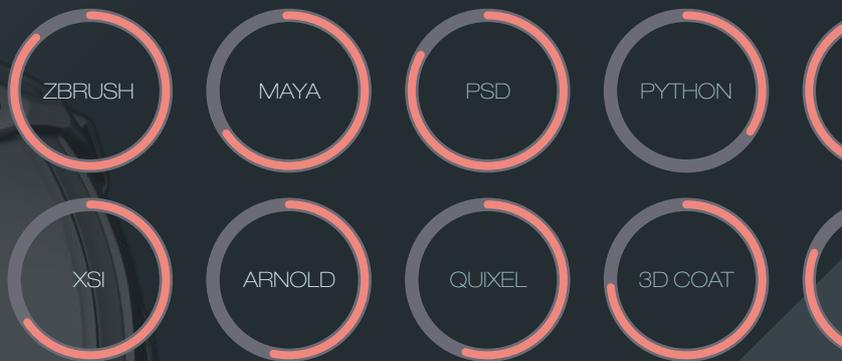
## HOBBIES & INTERESTS



## EDUCATION / TRAINING

- ZBRUSHWORKSHOPS** | 2013  
Sci-fi Character Design
- ZBRUSHWORKSHOPS** | 2012  
Master Class Character Design
- BA DEGREE (PART-TIME)** | 2008-2013  
Visual Communication  
The Open Window
- INTRODUCTION TO COMPUTER SCIENCE** | 2006  
University of Pretoria

## SOFTWARE SKILL



## EXPERIENCE

**TEXTURE LEAD & CHARACTER ARTIST** | 2016 - Present  
Triggerfish Animation Studio

I was asked to lead the texture team on Revolting Rhymes and Character Artist on High Way Rat, both a series by Magic Light. Making sure the team of 8 texture artist are delivering what is required with in the deadline and determining the designs and look of the characters. Also looking at the pipeline and trying to obtain better ways to get to a common goal using less energy.

Daily duties consist of running a team, texturing assets, creating scripts in maya (python) and character design.

**INDEPENDENT CONTRACTOR** | 2015-2016  
**3D GENERALIST**

TX FX Boutique

I was asked to help out with texturing and asset creation on a film and a remake of a 1977 award winning series called Roots. I gained some valuable experience with Maya and Vray and understanding the workflow of the VFX industry.

**TEXTURING ARTIST** | 2014-2015

Triggerfish Animation Studio

I was asked to help with the texturing of 3D characters that was created for the half an hour crystal award winning short film production by Magic Light called Stickman. I had to follow close instruction through the art direction and Director to sustain the look of previous films but also make it a successor. I helped to establish the texturing look that the characters gained through my input.