

Daniel Ivanfy

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Toongabbie
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PROFILE

Over the past 19 years, I have worked within a variety of industries, taking the knowledge learned from one and modifying it to suit the next. The consistencies, among these positions, are the strict guidelines and attention to detail that they all require. Those skills partnered with my creativity, mechanical mind and sense of humor, give me the ability to easily adapt to any situation quickly and effectively.

CAREER

Enigma2, Sydney— Digital Artist

JUNE 2023 - Present

- VFX Artist/3D Generalist
- Shot Management and Coordination
- Junior Artist Coordinator

Club 77, Sydney— Security Guard

DECEMBER 2023 - Present

- RSA
- Club Perimeter Patrols
- Crowd Control and Admittance

Animal Logic, Sydney— Digital Resources Administrator

NOVEMBER 2021 - JUNE 2023

- Renderfarm Operations and Management
- Data Operations
- Job Priority Coordination

Netflix, Ballina, location shoot— VFX Data Wrangler

MARCH 2021 - JUNE 2021

- Onset Lidar Set Capture
- Onset Photography and Data Collection
- Data and Asset Wrangling

Freelance, Sydney — Digital Artist

DECEMBER 2019 - JUNE 2022

- Understanding Client Requirements and Requests
- 3D Generalist: Modeling, Rigging, Texturing, Animation, Lighting, Effects, Rendering, Compositing.
- Data Capture for use in Post Production

SOFTWARE SKILLS

Autodesk Maya/Inventor

Adobe Photoshop/After Effects/Illustrator

Artec Studio

Blender 3D

Microsoft Office

Microsoft Powershell

Agisoft Photoscan/Metashape

Reality Capture

EDUCATION

2020: Certificate II Security Operations

2018: Certificate IV Programming

2016: Bachelor 3D Art & Animation

2010: Advanced Diploma Engineering Technical

2006: Certificate III Mechanical Engineering

WYSIWYG 3D, Sydney — *Applications Engineer*

SEPTEMBER 2016 - DECEMBER 2019

- Onset Lidar and Hand Scanning Data Capture
- High Resolution Scanning for Reverse Engineering and CAD Modelling
- Face to Face Client Interaction
- Mesh Clean-up of Processed Photogrammetry Data

ORB VFX, Sydney — *Visual Effects Assistant*

MAY 2015 - SEPTEMBER 2016

- Feature Film Animation Previsualisation
- Onset Photography and Data Collection
- Data and Asset Wrangling
- 3D Generalist: Modeling, Rigging, Texturing, Animation, Lighting, Effects, Rendering, Compositing.

REFERENCES

Matthew Graham

Producer

ORB VFX & Enigma2

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Steven Anderson

Visual Effects Supervisor

ORB VFX

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