



Dan Racusin

DAN RACUSIN

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OBJECTIVE

I want to work with awesome people in a creative and challenging environment.

SKILLS

My background in animation and film gives me a broad set of tools to work with.

STORYBOARDS _____ Show opens, pitches, feature animations, commercials and promos.

DIRECTING _____ At LATV I directed and produced commercials, promos and sales integrations while working along side the sales and marketing teams. I have also directed several music videos for artist of all musical genres.

MOTION GRAPHICS _____ Show packages for LATV, Disney Channel, Discovery Channel 3D and feature film titles.

3D CHARACTER ANIMATION _____ I have used both CG and flash animation for work on music videos, promos and award winning animated shorts.

VISUAL EFFECTS _____ Worked as both an artist and a supervisor on productions such as "Hercules Saves Christmas" for Animal Planet and the 2011 "3D Creative Arts Awards."

EDITOR _____ 5 years of editing experience in on-air promos, shows, sales reels, segments, feature length movies, animatics and music videos.

EXPIERENCE

PRODUCER / EDITOR 2008 - 2011

LATV Networks, Los Angeles, CA

Responsible for producing promos and sales integrations for all on-air, interactive, marketing and affiliate departments. I directed and produced bi-lingual (english/spanish) campaigns for on-air sales integrations. I have produced spots for companies such as Verizon, T-Mobile, Nissan, Ford, the U.S. Army, Heinek-en and McDonalds among others.

VISUAL ARTIST

Over the course of 7 years I have used my talents as a mult-faceted freelance artist. Some of the work I have done includes storyboarding (film/animation), animating (traditional/cg), producing, editing, creating title animation, and directing and designing graphics for both print and the web.

M3 Creative, Burbank, CA

Designing and creating motion graphics, and drawing storyboards for commercial pitches. I was responsible for creating 3D animated logo graphics for "Disney 365" and the Disney Channel.

Digital Revolution Studios, Van Nuys, CA

Designing and creating stereo 3D graphics for the Discovery Channel 3D and other projects.

SOFTWARE

AUDIO/VIDEO/GRAPHICS

Maya, In Design, Illustrator, Photoshop, After Effects, Flash, Dreamweaver, Final Cut Pro, Boujou, Mocha, C4D, ProTools.

PROGRAMING

HTML, PHP, MySQL, JQuery, Mel, Python.

EDUCATION

Bachelor of Fine Arts in Animation, California Institute of the Arts