

danielgreen

renaissance man

about

United Kingdom

contact

www.dgreen.me

profile

I am a naturally inquisitive PhD Candidate at Bournemouth University. My areas of research include narratology and tools development. I have a background in programming and 3D art technologies. I love to teach and live to learn.

experience

- 09/17 - Now **Bournemouth University** Bournemouth, England
PhD Candidate
Exploring structure of interactive narrative and creating new authoring methods.
- 09/17 - Now **Bournemouth University** Bournemouth, England
Part-Time Lecturer
Teaching alongside my PhD in technical and creative subjects.
- 03/17 - 07/17 **Q-Games** Kyoto, Japan
Technical Artist/Rigger
Bridging art and tech teams. Designing and developing internal custom toolsets. Shaders and effects. Rigging development and testing. All around Renaissance Man.
- 02/15 - 02/17 **Teesside University** Middlesbrough, England
Part-Time Lecturer
Alongside studying a full-time Master's degree, I assisted in teaching various modules of which included 3D graphics programming, physics programming, Unity, Unreal Engine 4, team-based game jams, 3D modeling, games history, and research-oriented classes. These spanned games programming, design, and art pathways. I also created and lead MEL and Python scripting workshops for final year students.
- 04/14 - 12/14 **Vitei** Kyoto, Japan
Technical Artist
I made tools for artists and ensure they can operate smoothly, looking for new technologies which can ease their job. I made tools to smooth the pipeline, too. I also sometimes created art. I sometimes programmed gameplay, sometimes graphics.
- 06/13 - 09/13 **Institute of Software Chinese Academy of Sciences** Beijing, China
Researcher
A short-term research project at the Institute of Software Chinese Academy of Sciences. Developed a real-time solution for simulation, interaction, and separation of layers within multi-layered materials.

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education

- 2015 - 2016 **MA Computer Animation and Visual Effects** Teesside University
Distinction
Studied various aspects of visual effects. I chiefly focused on pipeline development, tools, rigging, modeling, and motion capture. There was also significant work in traditional compositing (camera operation, green screen, tracking, and so on) requiring the rapid familiarization of a number of industry-standard software packages and hardware.
- 2015 - 2016 **MSc Computing** Teesside University
Distinction
Covered research methods, pattern-driven development, software engineering processes. This was a half-course resulting in a PGC.
- 2010 - 2013 **BSc Computer Games Programming** Teesside University
First-class honors
Covered essential and advanced aspects of games development, such as real-time graphics, physics programming, animation and simulation programming, low-level device programming, and engine design.
- 2008 - 2010 **BTEC ND Games Design, Level 3** Middlesbrough College
DDM
Introduction to the essentials of games development and design.

awards

- 2018 **SciTech PGR Conference Best Poster Presentation** Bournemouth University
Awarded for the best poster presentation across all of SciTech.
- 2016 **Teesside Careers Service Graduate of The Month** Teesside University
Awarded for outstanding usage of social media for networking.
- 2013 **ExpoTees Games Programming Award** Teesside University
Developed an efficient, real-time, multi-resolution cloth simulation.

publications

- 2018 **Novella: A Proposition for Game-Based Storytelling**
NHT '18
ACM
- 2016 **Cross-Platform Cloth Simulation API for Games**
Edutainment 2016
Springer

Technical Skills

Creative

Maya, 3ds Max, Illustrator, Photoshop, Lightroom, NUKE, After Effects, Camera work, Compositing, etc.

Technical

C++, C#, Python, HTML/CSS/JS, MEL, MAXScript, Java, LaTeX, etc.