

# Daniel Pogue

Phone: (508) 904 1300

Email: Dan@swingdash.com

Education: **Massachusetts college of art and design:** Fall 2008 – Spring 2012  
**Degree Program:** BFA in Animation. Departmental honors.  
**University of Massachusetts-Amherst** 2006-2008  
Dean's List: 2007-2008  
**Major:** Digital Media Design  
**Areas of concentration:** 3D Animation, 3D Modeling, Flash Animation

Educational **University of Massachusetts-Amherst:**  
Experience: Teaching Assistant- Graduate 3D Modeling course (cmpsci551). Fall 2007

## Extra-curricular

- BSA Knox Trail Council Regional Exploring and Venturing Order of the Arrow (EVOA) Representative 2004-2006.

Computer *Microsoft Products:* Word, Excel, Outlook, PowerPoint, Microsoft Works  
Skills: *Adobe Products:* After Effects, Photoshop, Flash, Dreamweaver,  
Illustrator, Acrobat, Premiere, Audition, Lightroom  
*3D Packages:* Autodesk Maya, Zbrush, Cinema 4D  
*Some Experience With:* Luxology Modo, Autodesk Mudbox,  
SoftImage XSI, vue 6, RealFlow4, blender  
*video editing:* Final cut pro, Sony Vegas  
*Programming:* MAX/MSP/Jitter/Gen, Processing, Arduino, MEL.  
*Sound:* Cubase, Digital Performer, Ableton Live, audacity

Work **Intertech Engineering Associates** – June 2012-Present  
Experience Verification and Validation Engineer. Client: Heartware .inc. Duties include software and hardware debugging of the controller of an implantable heart pump.

**MK3 Creative.** May 2011 – August 2011.

Motion Design intern, assisted the lead motion designer with Motion and graphic design projects for clients including Kaspersky, brains shark, Ufood Grill, and others. I also co-created a series of informative video blog posts for use on the MK3 company blog.

**Organogenesis inc.** June 2008 – August 2011

Regulatory affairs intern in charge of management of the regulatory document library and database. Since the beginning of my internship, my duties expanded to include reprogramming the database, information retrieval, and assisting with creating and submitting documents to the FDA

**Anzovin 3D Animation Studio** January 2008 - May 2008

Intern in charge of frame checking and asset modeling. Projects included Massively Multiplayer online Games: Cazmo World Online and Hasbro's Littlest Pet Shop VIP's Online game. Also worked on Mercenaries 2 for Playstation 3.

Screenings & festivals: Squealing pegs animation show: 2010, 2011, 2012  
Peggin' Out Animation show: 2010, 2011.  
2012 Cannes Film Festival:  
Cannes Court du film - Student section.