

DANIEL TAMEZ

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Industrial Designer | Engineer | 3D Artist

Professional Summary:

Imbued with a passion for art that began in childhood and evolved into a mastery of digital sculpting and 3D modeling, I am an Industrial Designer and Engineer with over 30 years of diverse experience. My journey has seen me transform whimsical ideas into tangible, market-leading products, from children's safety gear adorned with playful characters to immersive game environments. At the heart of my work is a fusion of artistic vision and technical prowess, using tools like Zbrush and SolidWorks to breathe life into concepts. I thrive in collaborative settings, having worked with giants like Disney and Marvel, and am always eager to push the boundaries of creativity and innovation. My aim is to continue blending art and engineering, creating products that are not only functional but also inspire wonder and joy.

Experience

C-Preme Limited, LLC, Carson, CA

Senior Industrial Designer (2014 - Present)

- Revolutionized children's safety gear by integrating art and function, creating helmets that are not just protective but also playful and engaging.
- Pioneered the establishment of a rapid prototyping department, blending 3D printing with traditional craftsmanship to accelerate design iterations and product development.
- Forged successful partnerships with entertainment titans like Disney, Lucasfilm, and Marvel, translating their iconic characters into unique, marketable, and safe helmet designs.
- Excelled in CAD modeling and digital preparation, playing a pivotal role in ensuring product designs were not only aesthetically pleasing but also met stringent international safety standards.

Mina Product Development Co, Costa Mesa, CA

Industrial Designer/Engineer (2012 -2014 & 1986 -1988)

- Blazed a trail in surface modeling, merging artistic flair with advanced digital sculpting tools in SolidWorks and Zbrush to elevate product design and functionality.

- Instrumental in transforming conceptual sketches into market-ready products, striking a perfect balance between aesthetic vision and practical engineering.
- Oversaw in-house production, refining plastic casting processes to optimize quality and efficiency, setting new standards in the industry.

The Collective Studios / Foundation 9 / Amazon Games (1997 - 2005)

Junior Artist / Environment Artist / Senior Environment Artist

- Advanced from Junior to Senior Artist, demonstrating a rapid growth in skill and creativity in 3D environment modeling.
- Contributed to notable titles including "Marc Ecko's Getting Up", "Star Trek: Deep Space Nine", and the unreleased "Dirty Harry" and "Æon Flux".
- Awarded the "Into the Pixel" game art award for the illustration "CCK Tower - New Year's Eve" in "Marc Ecko's Getting Up: Contents Under Pressure", highlighting artistic excellence and industry recognition.
- Employed sophisticated texturing and lighting techniques, significantly enhancing the visual impact of game environments.
- Collaborated effectively with cross-functional teams, ensuring artistic and technical excellence in high-profile game projects.

Sonos Product Development, Huntington Beach, CA

Sculpting Director (1993-1997)

- Led a team of talented sculptors, guiding the transition from traditional sculpting methods to cutting-edge digital techniques, significantly enhancing project efficiency and quality.
- Pioneered the use of digital sculpting tools like 3D Studio Max and Maya, setting new standards in the industry and opening up new possibilities in design and production.
- Played a key role in major projects for high-profile clients like Mattel and Bandai, delivering exceptional quality and innovative designs.
- Fostered a creative and collaborative environment, nurturing talent and driving the team towards groundbreaking artistic achievements.

Volare Studios, Costa Mesa, CA

Partner & Studio Director (1988 -1993)

- Co-founded and directed Volare Studios, specializing in wildlife relief sculptures that garnered acclaim and were collected by prestigious art galleries both domestically and internationally.
- Orchestrated all studio operations, skillfully merging artistic innovation with effective business strategies to carve out a niche in the fine art market.
- Pioneered the integration of traditional sculpting methods with modern business approaches, creating a unique and successful artistic enterprise.
- Cultivated a dynamic studio environment, encouraging artistic exploration and excellence, leading to the production of art pieces that resonated with collectors and critics alike.

Education & Professional Development

- **Graphic Arts Studies:** Completed coursework in Graphic Arts at Orange Coast College, Costa Mesa, CA, providing a foundational understanding of design principles and artistic techniques.
- **Self-Taught Expertise & Continuous Learning:** Extensive self-directed learning in 3D modeling, digital sculpting, and CAD software, keeping pace with evolving industry trends and technologies.
- **Apprenticeships & Mentorship:** Benefitted from hands-on apprenticeships and guidance from experienced professionals in the fields of industrial design and sculpting.
- **Personal Research & Development:** Dedicated to ongoing personal research and development, continuously enhancing skills in art, design, and engineering.

Skills

- **Advanced 3D Modeling & Sculpting:** Proficient in Zbrush, SolidWorks, Maya, 3D Studio Max, Blender, and Keyshot, with a strong focus on organic modeling and digital sculpting.
- **CAD Software Expertise:** Extensive experience with SolidWorks, specializing in product design and engineering.
- **3D Visualization:** Skilled in creating lifelike and detailed visualizations using Keyshot and other rendering tools.
- **Rapid Prototyping:** Experienced in 3D printing and other rapid prototyping techniques, adept at bringing digital designs to tangible reality.
- **Product Development & Engineering:** Comprehensive understanding of the product development lifecycle, from concept to production.
- **Artistic & Sculptural Expertise:** Deep-rooted skills in traditional and digital sculpting, with a history of creating art pieces collected by galleries.
- **Graphic Design:** Proficient in Adobe Creative Suite, capable of creating compelling visual designs and presentations.
- **Collaboration & Communication:** Effective at working within cross-functional teams, excellent communication skills, both in leadership and team roles.

Awards

- **"Into the Pixel" Game Art Award:** Received for the illustration "CCK Tower - New Year's Eve" in "Marc Ecko's Getting Up: Contents Under Pressure," recognizing outstanding artistic achievement in game design.
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