Melanie Danver

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Education:

Carnegie Mellon University - Pittsburgh, PA
Master of Entertainment Technology - Expected Graduation May 2026

Carnegie Mellon University - Pittsburgh, PA
Bachelor of Fine Art - May 2014
Electronic, Time Based Media
Drawing, Painting, and Printmaking

Work Experience:

Carnegie Mellon University:

Senior Animation Designer: July 2018 - September 2024
- Developed synthetic data of drone and satellite images for machine learning object identification
- Directed and produced a machine learning research study involving drone filming and live test subjects
- Designed and implemented a production pipeline for research, asset creation and acquisition, layout, lighting, animation, and rendering
- Facilitated Motion Capture sessions using Vicon systems and cleaned the obtained data using Nexus and Shogun software
- Researched new software and plugins to assist with machine learning scientists' goals.

Video Editor: August 2020 - October 2020
- Worked with a professor to make two short video montages of his artwork
  - *Forbes Field: A Memoir in Drawings*
  - *What New York Bridges Reveal about New York*

Boston Dynamics AI Institute: March 2023
Freelance Graphic Designer
- Contracted to recreate existing logo in a vector format for various media uses
- Crafted new Logos based on their brand and guidance
- Delivered updated business card graphics and layout options
- Designed concept ideas of a vinyl wrap skin for Spot Robot

Unity Printing Company: September 2016 - July 2018
Graphic Designer
- Created graphics for various print projects for large format signs, banners, t-shirts, vinyl decals, brochures, mailings, business cards and labels
- Worked with an in-house production team from concept to final layout on products
- Operated and maintained large format printers and vinyl cutters on custom orders
- Prepared and separated files for the screen printing pipeline

Carnegie Mellon University: June 2014 - January 2016
Professor's Assistant
- Produced and created two short animation films under the Artist Douglas Cooper
- One narrative story using greenscreen footage layered with hand-drawn 2D animation
- One time based animation created in reference to a large graphite 2D mural drawing. Applied 3D models with hand-drawn, stylized textures to illustrate the passage of time in the daily life in a Pittsburgh cityscape

Mojo Game Studios: December 2014 - September 2016
Environment Artist - Aderyn's Cradle
- Collaborated with a remote team of 25 that included artists, designers, and programmers
- Concentrated on game level layout and final editing, integrating models, particles, materials, and lighting to create a cohesive world.

Disney Research:
Contractor: Artist   March 2015
- Edited, assembled, and prepared Tie Fighter and Jedi 3D models for the 2015 Star Wars D-Tech Me figurines.
  - Remeshed, retextured, and hollowed out base models from Lucasfilm for 3D printing.
  - Utilized Disney Research software to integrate various 3D scanned faces onto the mesh for testing and implementation in Disney amusement parks.
Lab Associate: 2013 - 2014
- Developed artistic assets for diverse research fields, including concept art, storyboards, 3D modeling, animation, and digital painting, contributing to two SIGGRAPH 2013 exhibits.
- Collaborated with scientists, researchers, and artists to conceptualize projects, illustrating surveys and interactive games for children to support studies and test new animation tools and plug-ins for future production use.

Skills:
Technical: Blender, Maya, Photoshop, Illustrator, Substance Painter, Premier Pro, After Effects, MotionBuilder, Unreal Engine
Artistic: Illustration, Concept Art, Animation, 3D Modeling, 3D Environment Layout, Video Editing, Motion Capture, Graphic Design, Texturing

Professional Acknowledgements:
SIGGRAPH 2024: *Strategy and Skill Learning for Physics-based Table Tennis Animation*
The Computer Vision Foundation 2024: *Exploring the Impact of Rendering Method and Motion Quality on Model Performance when Using Multi-view Synthetic Data for Action Recognition*