

# DANIEL KENAFAKE

**2D / 3D ANIMATOR**

**3D LIGHTING / RENDERING**

**TECHNICAL DIRECTION**

**VFX COMPOSITING**

Brisbane based 2D and 3D animator with a strong skill set that covers all stages of production. Please check out my showreel

[www.danielkenafake.com](http://www.danielkenafake.com)

## WORK HISTORY

- **3P Studio | 2018 - Present**
  - 2D and 3D motion graphics primarily in After Effects and Cinema 4D with experience in Maya and Blender.
  - 2D and 3D Character and vehicle animation.
  - Experience converting CAD data to clean quad mesh for animation purposes. (Rhino and MoE)
  - VFX Compositing, Green screen, Rotoscoping, integration of 3D into live action.
  - Creating VDB simulations (C4D Pyro system) for smoke, fire, explosions and dust.
  - Realistic 3D lighting and rendering in Redshift.
  - Crowd sim, Rigging, UV editing, Material and texture creation.
  - Developed internal ACES colour workflow and 3D production workflow.
  - Strong understanding of video compression, codecs and specifications for broadcast, digital and signage.
  - Managing Company's IT infrastructure.
- **Education Queensland | 2016 - 2018**  
IT support / workstation administrator at a Gold Coast High school.
- **Gold Coast Logic Integration | 2012 - 2016**  
Motion Graphics animation, SEO, website content creation.

## EDUCATION

- Bachelor of Animation majoring in CGI technical direction
- Cert IV Digital Multimedia and IT

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