

# Daniel S.W. MacLennan

Languages: English (Native),  
German (Basic),  
Turkish (Basic)

## CONTACT DETAILS:

**Daniel S.W. MacLennan**

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**Online Portfolio: [www.danielmaclennan.com](http://www.danielmaclennan.com)**

## SKILLS/INTERESTS:

Soft Image XSI, 3D Studio Max, Adobe: Photoshop, Premier, Encore, After Effects. Macromedia: Flash, Director, Dreamweaver, Illustrator, Corel Painter X, Corel Draw, MS Office, MS Word, MS Excel, Poser, Vue 6.

Interests: Drawing cartoon characters plus animating them, Learning Digital Art techniques, Volleyball, Basketball, Paintball, cinema, learning and playing the guitar, cycling. Love to travel the world, going to Belgium, Denmark, Germany and Turkey so far. Animating, modelling and film making.

## PERSONAL STATEMENT:

It has always been a dream of mine to work within the creation of media in one way or another. My passion for drawing and creating characters helped me follow the course of 3D animation and design. I am very enthusiastic about character animation and design, and wish to get a job within animation in the computer games industry and develop my skills even further.

## EDUCATION:

**2007-2009: BA HONS Multimedia Design and Digital Animation:**  
(Cumbria Institute of the Arts (University of Cumbria) - England)

**Pending**

**2005-2007: HND Interactive Multimedia: Creation:**  
(Jewel & Esk Valley College)

**A**

**2003-2004: Advanced Higher Art & Design:**  
(North Berwick High School)

**A (with Merit)**

**2002-2003: 2 Highers: One "B" and one "C". 3 Intermediate 2: B's**  
(North Berwick High School)

## PROJECT EXPERIENCES:

### **Caveboy (2009):**

I solely managed a year's animation project, to create a 2.5 minute animation narrative. Still in production.

### **PK Vision (2008):**

Working within a group of three, we designed and created a web product, with me creating a 3D animation advertisement for the site. I developed my team work, time management and communicative skills.

### **The Flat (2007):**

Within a group of five, designed a computer game idea, narrative and description of how it would work for presenting to a game production company. Group communication skills were used greatly and presenting to the team.

### **Crisis What Crisis (2006):**

Was the lead actor in a short college film, lasting around 15 minutes. This project helped to develop my acting ability and thus assisting in my animation skills.

### **Just a Simple Life (2005):**

This was a solo project. This project was a 2D flash animation of a cartoon series idea, with a supporting flash website, giving information of all the characters and stories.

### **Zip's Life (2004):**

Sole animation project, where I wrote, designed, modelled, animated and directed the animation about a small cartoon fly, incorporating a mix of 2D and 3D animation using 3D Studio Max.

### **The Brawl 1, 2 & 3 (2004-2008):**

Being the writer, director and one of the actors in these projects, help develop many team skills. These short film projects were made during our free time, and were just for fun, but helped me greatly with working in teams and leading groups. My acting was also helped during this project, making me feel comfortable with acting in front of people.

### **Sector 34 (1999-2008):**

I made a website for a popular paintball site, along with all the logo designs and letter headings/forms. Got a lot of good feedback from suppliers, saying it was one of the best paintball site designs they had seen.

### **Kamda Productions (1998-PRESENT):**

I started a small production group in my hometown. We would make short films and funny shows for personal delight, or for youth clubs.

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## **WORK EXPERIENCE:**

### **2008 June-Sept: Summer Job RaceLand:**

There I would work as a marshal on the carting side of things, ensuring the safety of people there and to make sure they understood all the rules. I would also train members of their staff how to run a paintball field and how to marshal at paintball. I would give safety talks to groups of children (around 20) and show them how to drive karts and walk them through how to drive on the track. This helped greatly in my confidence and speaking to large groups of people.

### **1999 December- February 2008: Sector 34 Paintball-Scotland:**

Sector 34 is my family run business, and from the start to the present day I have played a major part in its running. I designed all its logos, web-sites ([www.sector34.com](http://www.sector34.com)), and advertisements. Apart from the design work I was the site's main referee and trained all the part time staff. During the quieter times in the year I would do site maintenance and building new bases in the field.

### **2004 Dec- May 2005: Woolworths Plc:**

I worked here for around 8 months as a Sales Assistant. I would work on the checkouts and also work with the store's stock, putting the stock out, tidying and counting the stock. This helped develop my people/communicative skills and confidence.

### **2004 August- October: Leuchie MS Holiday Home:**

Care Assistant for three months. Helping guests with all their daily tasks, along with assuring they had a fun and friendly experience when they were on holiday. I matured a lot while working there and further developed my people skills and organization skills.

### **2001-2003 School Holiday Work: Teen Ranch Scotland:**

I was a volunteer worker at a youth activities camp, doing everything from organizing and setting up games/activities to cleaning toilets and dishes. My confidence and ability to organize groups of people developed greatly within my time there.

### **2001, One Week: Mirage Television Productions:**

I edited two short informative films for "*The Scottish Executive*". Wrote questionnaires, answered phones, set up the filming equipment, and helped when out filming. Got a small taste what it was like to work within a real production team, and I loved it!

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## **REFERENCES:**

IAN MACARTHUR (Lecturer)  
JEWEL AND ESK VALLEY COLLEGE  
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