



**DAREN KECK**

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## **OBJECTIVE**

A position in the film or games industry as a digital artist.

## **PROJECTS AT THE UNIVERSITY OF WASHINGTON**

### **CSE ANIMATION CAPSTONE SHORT ANIMATION "THREADS" - 2008-2009**

The CSE Animation capstone is a year long course meant to mirror industry practices in computer animation. Working in a collaborative setting, I worked in a small group of students to help create a short animation. My primary function in the production was as lead editor. Other roles included rigging, modeling, sound, layout, blendshapes, rendering, and animation.

### **DXARTS SENIOR THESIS "UNTITLED" - 2008-2009**

My thesis project for Digital and Experimental Arts (DXARTS) is a short animation using Maya. For this project I was responsible for every aspect of production. For compositing I worked in After Effects, and for the soundtrack I worked with Logic Pro. (for more info go to: [darenkeck.com/senior\\_thesis.php](http://darenkeck.com/senior_thesis.php))

### **"VIEW WITH A ROOM" - 2007-2008**

Shown at the 2008 "In Progress" DXARTS show, "Room with a View" was an interactive piece combining video with sound. Working in MAX/MSP (a visual programming language) I created an interface with a Wacom tablet to dynamically mix multiple tracks of video and sound. (for more info go to: [darenkeck.com/view\\_with\\_a\\_room.php](http://darenkeck.com/view_with_a_room.php))

## **FREELANCE PROJECTS**

### **"LEARN" - 2009**

A video created around a performance and poem by Jesse Lee, the creator of the Story Box Allstar ([www.thestoryboxallstar.com](http://www.thestoryboxallstar.com)). I created the concept for the film, directed, edited in Adobe Premiere, and composited several special effects in After Effects.

## **EDUCATION**

University of Washington, Seattle, WA — BFA in Digital and Experimental Arts, 2009 (GPA 3.44)

Oregon State University, Corvallis, OR — 16 credits, 2003, (GPA 3.6)

South Umpqua High School, Myrtle Creek, OR — Diploma, 2002 (GPA 3.96, salutatorian)

## **SKILLS**

### **SOUND**

- I have produced cinematic, and electronic music for 11 years. I have experience using Logic Pro, Sound Track Pro, Reason, Sonic Foundry Acid, Sonic Foundry Sound Forge, Fruity Loops, and Supercollider ( a real time audio synthesis programming language)
- Composed the soundtrack for four short films from 2002-2006 UW 24 hour short film competition, and produced sound for a Synapselife commercial.

### **COMPUTER ANIMATION AND FILM**

- I have worked in Maya for two years, and am familiar with each step of the production pipeline. I have experience modeling, rigging, texturing, lighting, rendering and animating. I also have experience working with nCloth, and using blendshapes to create facial expressions.
- experience editing, comfortable with Adobe Premiere Pro, and After Effects.

## **RECENT EMPLOYMENT HISTORY**

### **CREATIVE, APPLE; SEATTLE, WA — AUG 2009- CURRENT**

I give one hour lessons on using Apple products and software. The lessons cover understanding the basics of OS X, and using the iLife and iWork suite of applications.

## **REFERENCE**

Barbara Mones - Creative Director of the Animation Research Labs at the University of Washington

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