Daryl Branford - Digital Artist

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See portfolio at: https://hucksciart.com/daryls-portfolio/

SUMMARY

I am driven by my interest in data as a framework to expand the capabilities of technology, art, and design to communicate scientific concepts that create symbiotic relationships between innovation and new modalities of teaching.

QUALIFICATIONS

Experience building projects for researchers and educators to translate content into novel digital formats and increase access to a variety of audiences. Facilitates connections to top professionals across multiple fields and fosters communication for how to improve and advance new and ongoing projects. Fields of interest and involvement include: 2D /3D illustration, 2D/3D animation, projection mapping, video editing and augmented reality.

WORK EXPERIENCE

MAR 2016– PRESENT
DIRECTOR OF SCIENCE – ART INITIATIVES   The Huck Institutes of the Life Science, Penn State
- Lead the development, design and implementation of research driven experiential projects, to communicate life science and raise awareness of infectious diseases.
- Produce animations and illustrations for publications.
- Create interactive science-based art installations for museums and public events.

2001 – PRESENT
FREELANCE DIGITAL ARTIST
- Commissioned to create 2D/3D illustrations, animations, videos and websites for clients in the public and private sector.

AUG 2008 – MAR 2016
MULTIMEDIA SPECIALIST   The Eberly College of Science, Penn State
- Responsible for the development, support, and use of 2D/3D graphics for digital technologies and online platforms for the enhancement of student learning and access to education.
- Served as an illustrator and animator for Coursera's "Epidemics- the Dynamics of Infectious Diseases" online course.
- Created an online interactive 3D crime scene game for the Forensics department.
- Lead the design of Unity 3D interactive environments for the Astronomy department.
- Developed a 2D asset repository for Penn State World Campus online courses.
- Assisted with the migration of online courses from Zope Plone to Drupal content management system.

JUL 2005 – AUG 2008
GRAPHIC DESIGNER   The Applied Research Lab, Penn State
- Designed 2D graphical user interfaces for military grade vehicles and fuel monitoring/maintenance systems for tracking combat readiness.

AUG 2001 - JUL 2005
GRAPHIC DESIGNER   Center for academic computing, Penn State
- Designed 2D graphical teaching assets and instructional videos for the department of education and engineering.
- Served as webmaster for the Telecommunication Networking Service department.
- Created and implemented instructional teaching video animations for internal websites.

EDUCATION

1996, Bachelor of Arts in Arts and Architecture

Pennsylvania State University

SKILLS

2D SOFTWARE

- Expert – Adobe Illustrator/Photoshop/After Effects

3D SOFTWARE

- Expert – Maxon Cinema 4D
- Expert – Madmapper (Projection mapping software)
- Expert – Heavy M (Projection mapping software)
- Proficient – Blender 3D
- Proficient – Houdini 3D

GAME ENGINES

- Proficient – Unity 3D
- Proficient – Unreal 4

AWARDS AND GRANTS

MAY 2023   Awarded the Institutes of Energy and the Environment's (IEE) Seed Grant Program for 2023.
APR 2019   Received the Huck Institutes "Thinking Outside of the Box" award.