



Dan Grover

Email: dan-grover@dan-grover.com

www.dan-grover.com

Pipeline TD, Scripting, 3D

My name's Dan, I live in London and I currently work as a Technical Director at Taylor James. My primary passions are pipeline development, scripting, production support and trying to make the annoying things go away. I enjoy working in teams, liaising with producers and face-to-face with the client as needs require.

March 2018 - Present - Taylor James, Technical Director

I'm responsible for the upkeep over the 3ds Max pipeline including a number of significant proprietary tools. My main focus is in developing Taylor James' Car Configurator, from the web API to integration with 3ds Max and Nuke to make the process of delivering individual elements as simple as possible.

November 2012 - March 2018 - River Film, Technical Director

As a small company my responsibilities are varied and wide ranging, from overall responsibility of the CG pipeline and individual script requests to actual production work, often being the CG lead on projects from previz to delivery. The projects are a mixture of television adverts, high end property marketing and have recently extended to include VR content.

August 2009 - October 2012 - Crystal CG International, 3D Artist

I started as a junior 3D artist and ended up as a Technical Director, working on large scale architectural projects - most notably the London 2012 Olympics.

Education - University of Hertfordshire, 3D Animation (First Class Honours), 2009.

Software Proficiency - 3ds Max, Nuke, Vray and Corona are my day-to-day tools, and I'm proficient in both MaxScript and Python - the latter in Max, Nuke and standalone. I'm experienced in both artist-requested tools and pipeline tools, such as launchers to set up environments, working with APIs (both creating and using) and the creation of custom Plugins and Submission tools for Deadline. I also have experience working with AWS to offload tasks to the cloud.

Hobbies and Interests - I have a very strong interest in writing - anything from novels to magazine articles (I've contributed to 3D World on a handful of occasions). Travelling, video games and Tottenham Hotspur take up the rest of my time.

References available on request.