

Dan LeFebvre

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405-622-3414

- Extensive experience as a 3D generalist, motion designer and content marketing
- Collaborative team player who works well with management, technicians and artists
- Problem solver who excels at figuring out solutions to challenges
- Currently looking for opportunities to work remotely

Experience

Pluralsight	Freelance Author	Apr 2014 - Current
<ul style="list-style-type: none">• Creating tutorials for Maya, RealFlow, Lightroom and Photoshop on a per-project basis		
Pluralsight	Creative Content Marketing Manager	Apr 2014 - Jan 2016
<ul style="list-style-type: none">• Managing all content on the Digital-Tutors blog• Created and co-host an ongoing podcast for VFX, games and creative industries• Assisting in the migration from Digital-Tutors brand to Pluralsight after Apr 2014 acquisition		
Digital-Tutors	Director of Standardization	Apr 2013 - Apr 2014
<ul style="list-style-type: none">• Developed, implemented and managed internal standards across multiple teams• Developed, implemented and maintained JIRA instance for all internal teams		
Digital-Tutors	Director of Research & Development	Mar 2011 - Apr 2013
<ul style="list-style-type: none">• Worked closely with Digital-Tutors founder on new site features and projects• Developed architecture and project manager for Digital-Tutors' "Quizzes & Tests" feature		
Digital-Tutors	3D Instructor	Oct 2010 - Mar 2011
<ul style="list-style-type: none">• Created a new series called "Ask DT" where I found solutions to customer's technical problems and created video tutorials for them		
Riot Games	Freelance Designer	2010
<ul style="list-style-type: none">• Web design wireframes and front-end coding on a per-project basis• Layout and coding for marketing emails		
CACI, Inc. Federal	Design Illustrator II	Oct 2006 - Oct 2010
<ul style="list-style-type: none">• Supporting graphics for scientists and engineers at the Metallurgical Analysis Laboratory at Tinker Air Force Base• 3D visualizations and animations of weapon systems• Motion graphics for presentation to USAF senior leadership• Creative infographics, web and print design		

Triscari Group	Lead Producer	2004 - 2006
<ul style="list-style-type: none"> • Lead 3D artist, focusing mostly on 3D for motion graphics • Set up and managed all DVD authoring • Lead cameraman and editor for multiple award-winning commercials • Projects I worked on won multiple awards, including MarCom Creative Awards, Communication Awards, Telly Awards, Addy Awards, Videographer Awards and Webby Awards 		
Cyber D.I.S.C.	Motion Designer	2003 - 2004
<ul style="list-style-type: none"> • Motion graphics and designs for a small startup DVD trading card company • Set up and managed DVD authoring pipeline from assets created by other artists 		

Education

Northern Oklahoma College	A.A.S.	2002
<ul style="list-style-type: none"> • Acted as Student Director, assisting teachers with other students • Dean's List 		

Tools

3D apps	Maya, RealFlow, 3ds Max
2D apps	After Effects, Photoshop, Lightroom, InDesign, Premiere Pro
Scripting	HTML, CSS, beginner JavaScript

Tutorials created

Getting Started with Todoist
Photographer's Toolbox (not yet released)
Using Dyverso for Motion Graphics in RealFlow and Maya
Retouching Techniques for Photographers in Photoshop
Introduction to Lightroom CC
Creating a Meteor VFX Shot in After Effects
Introduction to RealFlow 2014
Introduction to RealFlow 2013
Maya Modeling Reference Library: Edit UVs
Maya Modeling Reference Library: Create UVs
Maya Modeling Reference Library: Proxy
Maya Modeling Reference Library: Normals
Maya Modeling Reference Library: Mesh
Maya Modeling Reference Library: Edit Mesh (with Justin Marshall)
Ask DTs in 3ds Max
Ask DTs in CINEMA 4D
Ask DTs in Photoshop

Ask DTs in After Effects
Ask DTs in Composite
Ask DTs in Maya
Animation Ask DTs in Maya
Dynamics Ask DTs in Maya
Modeling Ask DTs in Maya
Rendering Ask DTs in Maya
Rigging Ask DTs in Maya
Texturing Ask DTs in Maya

To view more of my work, please [visit my portfolio](#).