

DANIEL GREGORY

Birmingham B36 0EL
Danielgregory123@gmail.com
07564405465
Full clean driving licence

PERSONAL PROFILE

A passionate and proactive visual effects professional with experience in motion capture for AAA games and high-budget film productions. Highly collaborative and creatively driven. Enthusiastic about storytelling in all forms and excited to continue developing both technically and artistically in the industry.

CORE SKILLS

Motion Capture: Shogun Post & Live, Autodesk MotionBuilder

3D/2D & VFX Software: Autodesk Maya, Foundry Nuke, Adobe After Effects, Photoshop

Game Engines: Unreal Engine

Video Editing & Colour Grading: DaVinci Resolve, Premiere Pro

Animation Tools: Adobe Flash, ActionScript

Soft Skills: Collaborative, organised, strong communicator, adaptable.

ACHIEVEMENTS

Nominated – Best Special Effects for S.P.U.D, Birmingham Film Festival (2022)

Completed the Mike Owen Media Creative Radio Course (2012)

Park Hall PHAME Award (2012)

EXPERIENCE

Junior Motion Capture Technician

Audiomotion / Rebellion — Jan 2023 – Oct 2024

- Operated motion capture systems and supported setup, calibration, and recording.
- Cleaned and processed data for integration into cinematic and gameplay sequences.
- Supported projects including:
 - * Elder Scrolls Online: Gold Road (Cinematic Trailer)
 - * The Gorge (Film)
 - * Speedball, F1 23, Sniper Elite: Resistance, Senua's Saga: Hellblade II
 - * Additional unannounced titles under NDA

Digital Imaging Technician / Data Capture / Rotoscope Artist

Cogs and Springs Productions — 2021 - 2022

- Worked across multiple roles on the short film S.P.U.D, contributing to its visual quality and production pipeline
- Responsible for data integrity, VFX prep, and post-production compositing tasks

Production Operator / Laser Cutter

WHS Plastics — Jan 2014 - Sept 2019

- Operated machinery on a production line with precision and efficiency
- Conducted quality control and supported Six Sigma white belt initiatives

Animation Apprentice

Forward For LTD — 2012 - 2013

- Developed Flash animations with interactive and narrative elements
- Contributed to scriptwriting, voice acting, and pre-production presentation
- Edited audio and managed visual content in Adobe software

EDUCATION

Bachelor of Science (Hons), Film Technology and Visual Effects

Graduated with a 2:1

Birmingham City University — 2019 - 2022

Apprenticeship - Creative Media & Animation

Sandwell College — 2012 - 2013

- NCFE Level 2 Certificate in Animation
- OCR Level 3 Diploma in Creative Media
- Functional Skills in Mathematics and ICT (Level 2)

Sixth Form & Secondary Education

Park Hall Academy — 2005 - 2012

- Extended Diploma in Creative Media Production - D*D*D
- GCSEs including English (B), Geography (C), ICT (Pass)

INTERESTS

Storytelling in all forms, whether through narrative-driven games, collaborative world-building in Dungeons & Dragons, or film and TV. Passionate about the creative process and supporting others' visions through teamwork and technical skill.

References available upon request