

Daniel Wilkins



Art Director - Lead Animator - Game Artist

Multi-disciplinary Technical Artist with strong 2D and 3D experience across the full production pipeline. Skilled in technical artistry, team collaboration, and delivering high-quality work efficiently and on schedule.

Since the turn of the century, I have been involved in the Art and Entertainment industry.

I have gained extensive knowledge across Art and Animation pipelines, covering all aspects from Pre-production through to Post.

I have a strong ability to generate new and creative ideas, a history of loyalty and long-term commitment to companies, and I am versatile and quick to learn new software.

Over the years I have developed into more of a Technical Artist, specialising in problem solving, scoping and workflow, product delivery and building strong relationships with clients.

Work History

Company	Year	Role	Titles
Learn Nation	2024 - 2026	Art Director	Learn-to-read
Uni of Canterbury	2025	Teaching Mentor; Lecturer	Digital Sciences Mentor
Pixel Zoo	2024	3D Animation Director	Go Buster, Rainbow High-
Cerebral Fix	2020 - 2023	2D/3D Game Artist	Frozen, Emoji Blitz,
Mukpuddy	2014 - 2020	Lead 2D Animator	Quimbo, Barefoot Bandits
Mana Productions	2010 - 2015	Traditional Animator	Ninjai: The Little Ninja
Firehorse Films	2008 - 2009	Clean-up Animator	Bro Town
Freelance Animation	2005 - 2008	Bachelor In Animation	BA. in Animation
New Grounds	2003 - 2004	Writer/Editor; Illustrator	New Ground Comics

References

Nick Duckett -Focus (CEO)

Nicholas.Duckett@focus-ps.com.au

"What set Daniel apart was not just his creative talent, but his willingness to share his thinking along the way. With his art direction, we benefited from being exposed to his process - We are genuinely grateful for his contribution and the standard he set during his time with us"

Alex Moore -Learn Nation (Design Consultant)

Alex.Moore@focus-ps.com.au

"Daniel has incredible creative vision - What truly sets him apart is his ability to bring a vision to life with both artistic and practical execution. He quickly establishes a visual identity for the product, creating characters and environments that perfectly match our demographic."

Ryan Cooper -Mukpuddy (Director)

mukpuddy@gmail.com

"Daniel has an innate ability to get to the heart of a character and use that insight to bring them to life through animation. His attention to detail and thoughtful approach to the craft make him an exceptional character animator."