DANIEL HAAS, MFA

MOTION CAPTURE TECHNICAL DIRECTOR · SENIOR 3D GENERALIST

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ABOUT ME

A keen interest in comics, video games, and music led me along a very exciting path in the Film, TV, and Games industries. I have drawn inspiration from every team I have worked with, often discovering several of my colleagues played a direct hand in making the things I spent so much time obsessing over in my youth. Games like Deus Ex, Silent Hill, and Neverwinter Nights to name a few. I was lucky enough to kick off my career after school working at Thatgamecompany in Santa Monica on an award winning title, Flower. From there with my LLC, I have traversed many industries including Film, TV, Military, VR, Medical, Legal, Oil and Gas, Live Events and Finance doing what I love to do, creating experiences. I also enjoy imparting knowledge and staying current with technology by teaching remotely at several colleges.

EDUCATION

University of Houston — BA, MFA

Houston, TX

2001 – 2006 | 2013 – 2015

Honors: Magna Cum Laude

Gnomon School of Visual Effects

Hollywood, CA

2006 – 2008

KEY SKILLS

- MOTION / PERFORMANCE CAPTURE
- TECHNICAL DIRECTION
- CHARACTER & ANIMATION PIPELINES
- MODELING
- TEXTURING
- LIGHTING / SHADING
- DYNAMICS / SIMULATION
- LEVEL DESIGN
- NODE BASED PROGRAMMING / C#
- PIPELINE SCRIPTING (PYTHON, POWERSHELL)
- COMPOSITING
- PROJECT MANAGEMENT
- FILM, GAMES, VFX
- LIVE EVENTS

SOFTWARE

- UNREAL ENGINE 5
- BLENDER

EXPERIENCE

Oct 2025 – Aug 2026 (contract)

Motion Capture Technical Director — **Smarter Reality, LLC** (remote) Austin, TX

Motion capture technical director for CONVRS™, a VR de-escalation training platform for law enforcement built in Unreal Engine 5 for standalone headsets.

Directed and delivered full-performance capture — body, face, and voice — for a growing library of trainer-led scenarios, producing digital human characters with the emotional nuance the training depends on.

Built and maintained the pipeline carrying captured performance from stage to shipped build: solving, cleanup, retargeting, and integration, with automated batch processing to keep scenario production on schedule.

Partnered with directors, actors, and engineering to set capture standards, run sessions, and hold visual and performance quality across a monthly scenario release cadence.

Jan 2017 – Present (part-time)

Adjunct Professor — **Houston Community College** (remote/hybrid) Houston, TX

Teach level design in the digital gaming and simulation department using Unreal.

Jan 2022 – Present (part-time)

Adjunct Professor — **Purdue University Global** (remote) Houston, TX

Teach intro game programming and game art.

Jan 2009 – Present (part-time)

3D Artist, CEO — **Haasco Media LLC** (remote/hybrid)

3D visualization solutions and game engine development.

Clients include: Smarter Reality, Systran Inc., Roy Nachum, Atlas.design, Animaholics Inc., Sharp Vision Software, Estudio Architects, Johnson Law Firm, VerseAi, Munoz Albin Architecture & Planning.

Jun 2022 – Oct 2023 (contract, part-time)

3D Generalist — **Atlas, Inc.** (remote) Vienna, Austria

Virtual world design for web3 using Unity. Concept art using Blender.

Jul 2022 – Mar 2023 (contract, part-time)

3D VFX Generalist — **Mercer Labs** New York, NY

3D visual effects design for immersive installations.

2019 – 2022 (contract, part-time)

3D Generalist — **Systran, Inc.** (remote) Houston, TX

Generalist 3D work for Film with 3ds Max and V-Ray. Unity work for VR/AR applications.

Sep 2021 – Jan 2022 (full-time)

AR/VR Instructor — **Coding Dojo** (remote) Saudi Arabia

Remote instructor for AR/VR boot camp using C# and Unity. Taught students to build projects from scratch and exposed them to the software development life cycle.

Aug 2020 – Nov 2020 (full-time)

Senior VR Generalist — **HTX Labs** Houston, TX

Optimized and implemented virtual reality environments for Air Force pilot training. Modeling, lighting, and blueprinting using UE4; managed a junior artist and junior engineer.

Jan 2017 – Jan 2018 (part-time)

Adjunct Professor — **Art Institute** Houston, TX

Taught Intro to 3D and digital tools for artists. Blender, Maya, Adobe Suite.

- UNITY
- METAHUMAN / LIVE LINK
- ADOBE SUITE
- 3DS MAX
- VRAY
- C4D
- ZBRUSH
- GAEA

Jan 2016 – Mar 2016 (contract, part-time)
3D Designer / Unity Generalist — **Verse Ai** Houston, TX

3D generalist work in Unity for very large environments.

Aug 2013 – Jan 2016 (part-time)
Adjunct Professor — **University of Houston** Houston, TX

Taught Intro to 3D and digital tools for artists. Blender, Maya, Adobe Suite.

Apr 2010 – Jun 2010 (contract)
3D Artist — **Yu + Co** Hollywood, CA

Character and environment modeling for various commercial projects.

Jul 2009 – Sep 2009 (contract)
3D Artist — **Encore Hollywood** Hollywood, CA

Character and prop modeling for the show House M.D.

Aug 2008 – Dec 2008 (contract)
3D Artist — **Thatgamecompany** Santa Monica, CA

Environment and generalist 3D work. Shipped the award winning PS3 game Flower.

REFERENCES

Available upon request.