

Dan Riley

Photo Retoucher

www.DanRileyCG.com

SKILLS

Advanced Masking and Layering, High-End Skin Retouching, Color Matching/Balancing/Grading, Advanced Photoshop Brush and Action Creation, Compositing, Add/Remove Entities, Smart Objects, Non-Destructive Workflow, Image Processing, etc...

Windows/Mac OS Experience

PROGRAMS / TOOLS

Photoshop CC, Lightroom, Capture One, Adobe Bridge / Wacom Tablet, Cintiq

EXPERIENCE

Freelance Photo Retoucher - *Greater Boston Area* (June 2006 - Present)

- Providing Photo Retouching services for clients in accordance with client/brand vision and guidelines.
- Performing color correction and balancing of both skin tones and products.
- Client work includes Puma, Talbots, TJX, Timberland, New Balance, Reebok, Converse, Subway, Coldwater Creek, Nic+Zoe, Rockport Shoes, 47 Brand, etc...

Senior Retoucher, Talbots - *Hingham, MA* (August 2014 - July 2018)

- Performed any retouching needed such as lengthening clothing (sleeves, dresses, skirts, etc...) removing flyaway hair, removing tattoos, scars, etc..
- Created intricate Photoshop actions and brushes to bolster the team's productivity and the quality of output.

Retoucher, Rue La La - *Boston, MA* (Sep 2014)

- Performed any retouching needed such as lengthening clothing (sleeves, dresses, skirts, etc) removing flyaway hair, removing tattoos, scars, etc..

3D Artist, RatDog Games - *Dartmouth, MA* (Jun 2013 - May 2014)

- Created/Concepted 3D models such as characters, props, and weapons
- Digitally painted character textures in Photoshop, and 3D Coat.

Lead Graphic Artist, OM Promotions - *Wakefield, MA* (May 2010 - Sep 2010)

- Responsible for making promotional content for client companies to be printed on shirts, mugs, hats, etc...
- Created promotional graphics for Deadliest Catch Captains Andy and Johnathan Hillstrand, and Captain Sig Hansen to promote their 2010 Captains Tour.

EDUCATION

Boston University's The Center for Digital Imaging Arts (CDIA) Waltham MA

3D Animation Certificate (Jan 2012 - Sep 2013)