Daniel Sierra

http://dsierra.work
real-time VFX | tech art | prototyping
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Work

Interactive art freelance + consulting / January 2022 - current
Working with a wide variety of clients to help them design and build realtime interactive systems and digital art from live physical installations to live VR performances to web based audio visualizers

Wave / Lead visual effects artist / May 2018 - January 2022
Worked alongside music creative+management teams to build them world class live virtual concerts for artists including The Weeknd, REZZ, Tinashe and Justin Bieber. At Wave, in addition to handling lots of the visual effects / camera / interactive systems / lighting / tech art pipelines for shows, I directed art teams, tech-art and design teams on the creation and execution of these live virtual performances.

Microsoft Release Studios / Senior technical artist / February 2017 - February 2018
Designed and built realtime audio-visual experiences and music creation tools for future Microsoft products, writing HLSL shaders, C++ and doing prototype development in Touch Designer. Close collaboration with the design / UX team, engineering team and DSP and 3D graphics programers.

Microsoft Hololens / Technical artist / July 2013 - February 2017
Prototyped, designed and built interactions and 3D UI for the HoloLens OS across multiple iterations of prototype and final hardware. Worked closely with engineering and design teams using a variety of tools including Unity, Touch Designer and a proprietary 3D engine being developed in tandem with design. Also ported and re-built this work for the Windows Mixed Reality VR headset in a brand new game engine.

Code & Theory / Creative coder / March 2013 - May 2013
Worked with artist Joshua Davis to port his HYPE creative coding library to Processing. Also helped showcase what HYPE can do by creating example content for it.

Skills

3D	Unity, Unreal, Houdini, Touch Designer, Maya, Substance Designer
2D	Photoshop, After Effects
Code	C#, HLSL/GLSL, Python, C++ (basic), Javascript (basic) + three.js, learning WebGPU
Audio	Ableton Live, Max/MSP (basic)

Honors

Student Academy Award, silver in the Alternative category
Vimeo Staff Pick
Taiwan International Student Design Competition gold prize
Imagine Science Film Festival
Portland NW animation film festival
Visual Art Week Mexico
MOTION+

Education

MFA Computer Art from School of Visual Arts > May 2013
BA Computer Science from New York University (MLK Jr. Scholarship) > May 2010