



## Danny Gray

### Senior Forensic Animator

#### Department

Accident Reconstruction & Forensic Animation

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#### Locations

Los Angeles, CA

## Biography

Danny Gray is a 3D Animator and Unreal Engine Developer with over 20 years of experience in all facets of a full production pipeline from concept to completion. His professional animation experience includes, but is not limited to, architecture, engineering, forensics, medical, building safety, animation, film, game development, and virtual reality.

## Credentials

- Winner of Unreal Engine Blueprint Ninja Challenge - Epic Games

## Professional Experience

- 2023 - Current | Senior Forensic Animator | YA Engineering Services
- 2019 - 2023 | 3D Generalist | DK Global
- 2012 - 2018 | Visualization Artist | 5+Design
- 2011 - 2012 | Visualization Artist | Soft Mirage
- 2008 - 2011 | Forensic Animator | Field and Test Engineering
- 2004 - 2008 | 3D Animator | Building Safety Solutions

## Area of Practice

- Accident Reconstruction
- Computer Programming
- Graphics & Animation

## Education

- Brooks College - Associate of Science - Animation - Long Beach - California
- Los Angeles City College - Certificate of Completion - Introduction to C++ - Los Angeles - California
- Los Angeles City College - Certificate of Completion - Introduction to ASP.net - Los Angeles - California
- Udemy Academy - Certificate of Completion - Unreal Engine Blueprint Game Developer