



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