



Hi there, I'm Dan Polito

a versatile motion designer, illustrator, and artist able to adapt to any given set of challenges. I have spent my career producing artwork for marketing, slot machines, and studio collateral needed to help companies better communicate their messaging internally and externally. I am always looking for how I can help.

CONTACT

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630-701-5506
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SKILLS

Communication



Motion Design



Animation



Social Media Marketing



Illustration



3D



SOFTWARE

Adobe Creative Suite



Spine



Unity



Blender



Jira



Perforce



Microsoft Office Suite



EDUCATION

-Aspire Leadership Program
-School of Motion :
Animation and Design Bootcamp
-Columbia College Chicago BA

WORK EXPERIENCE

Motion Designer

Everi / March 2024 to Present

- Took on role in "Creative Services" department, responsible for creating video sign content for slot machine brands
- Creating Promotional Videos for slot games, from storyboarding to final product used on the company's YouTube channel
- Editing video content, marketing collateral for slot machine brands
- Creating sign content with Unity as part of integration efforts
- Working with internal studios to develop best sign creation practices

Graphic Designer II

Everi / May 2021 to March 2024

- Created marketing assets (static and video) for all studio games
- Created "Everi Games" YouTube channel assets / branding
- Maintained consistent file organization / created structures for file management
- Edited / created video content for jackpot wins, slot games, and award shows
- Responsible for creating YouTube videos / shorts for "Eveirthing Slots." A channel celebrating slot influencers / players

Artist 1

Everi / Feb 2019 to May 2021

- Created preproduction / production artwork for various slot machine games
- Created Promotional Videos / video content for most upcoming slot games
- Work with developers to create art assets that were more easily placed into the game engine

Localization Artist

Everi / April 2017 to Feb 2019

- Organized artist's working files to prepare games for art translations
- Worked with all departments to communicate / meet game production needs and deadlines