

Summary

David possesses extensive expertise in both Digital Art & IT, showcasing a versatile skill set. He embodies a compassionate & composed demeanor, consistently taking charge of situations to drive efficient resolutions. David's unwavering commitment to detail is remarkable. His approach to personal & professional endeavors reflects his dedication & diligence. With his exceptional qualities, David is a valuable addition to any team, capable of making significant contributions.

Education

Rocky Mountain College of Art + Design
B.F.A, 3D Animation

Pima Community College
Cinematography, Digital Art, Game Design

Skills

Detail Orientation
Problem Solving
Adaptability
Communication
Project Management
Software Proficiency
Teaching & Instruction
Curriculum Development

Instructional Design
Team Management
Visual Artistry
Photography
Video Editing
Visual Effects (VFX)
Scripting
Industry Knowledge

Experience

Freelance | 3D Generalist / Animator

United States (Remote) | 2010 - Present

- Proficiently handle all aspects of the 3D production pipeline, including modeling, UV mapping, texturing, rigging, skinning, animation, lighting, rendering, compositing, & editing.
- Apply advanced techniques such as 3D printing, photogrammetry, & camera matching to elevate project quality & visual impact.
- Contribute effectively across the project lifecycle, from pre-visualization & product visualization to storyboarding, pre-production planning, & post-production refinement.
- Provide valuable insights & expertise through consultations, enhancing project direction & outcomes.
- Skillfully compose comprehensive design documents to guide project development & execution.
- Leverage photography skills to enhance project visuals, & adeptly perform image manipulation to achieve desired aesthetic results.
- Consistently deliver high-quality work that exceeds client expectations, demonstrating a keen attention to detail & dedication to excellence.

Forensic Viz | 3D Generalist

United States (Remote) | 2022 - 2023

- Executed precise crime scene recreations through meticulous application of 3D visualization techniques.
- Applied advanced photogrammetry methods to enhance accuracy & realism in scene reconstruction.
- Skillfully undertook scene modeling, texturing, & rigging to ensure a highly authentic portrayal of environments.
- Orchestrated dynamic animations & implemented sophisticated special effects to elucidate key aspects of incidents.
- Proficiently conducted camera matching to seamlessly integrate virtual elements with real-world visuals, achieving seamless cohesion.

Geek Squad Academy | Lead Instructor

Kearns, Utah | 2020 - 2022

- Lead educational sessions as instructor for SketchUp, providing expert guidance and imparting knowledge to underprivileged kids.
- Effectively managed diverse class sizes ranging from 10 to 26 students, fostering a conducive learning atmosphere for optimal engagement.
- Tailored instructional approaches to accommodate students aged 12 to 18, facilitating comprehensive understanding and skill development among underprivileged youth.
- Assumed full responsibility for the meticulous arrangement and dismantling of the classroom, ensuring a seamless and organized learning environment.

Digital Media Academy | Instructor & Lead Teaching Assistant**UCLA & UCSD | 2018**

- Assumed the role of Lead Instructor for intensive courses in Maya & Mudbox, guiding students through advanced modeling techniques.
- Led instructional efforts in Character Animation utilizing Maya, imparting expert insights into the intricacies of character movement & expression.
- Provided valuable support as a Teaching Assistant for Fusion 360 & 3D Printing, facilitating students' mastery of these intricate processes.
- Acted as a Teaching Assistant for Game Design with Unity, ensuring students grasped the essential elements of game development.
- Directed classroom activities for cohorts of 8-12 students, delivering comprehensive educational experiences.
- Tailored & refined curriculum to accommodate individual student needs, ensuring personalized skill enhancement.
- Effectively communicated fundamental software applications & industry best practices to foster solid skill foundations.
- Contributed to pre-camp setup & turnover each week, ensuring a smooth transition for successive programs.
- Maintained an active presence outside of class, overseeing & engaging with students to ensure a holistic learning journey.

Market Technologies Inc. | Senior Product Animator**Glenn Allen, Virginia | 2016 - 2018**

- Spearheaded end-to-end 3D animation services, orchestrating seamless execution from initial storyboarding to final render production.
- Pioneered rapid Pre-Vis & prototyping, enabling agile project development & efficient visualization of concepts.
- Assumed leadership of the animation team, actively managing projects & designing optimized pipelines for streamlined workflows.
- Played a pivotal role in critiquing & approving daily animation progress, ensuring alignment with project objectives & quality standards.
- Directed Animation IT management, optimizing hardware & software resources to enhance team productivity.
- Showcased proficiency as an interactive developer utilizing Unreal Engine, contributing to the creation of immersive experiences.
- Led hardware & software research initiatives, enabling the effective deployment of cutting-edge tools to bolster production capabilities.
- Architected & implemented comprehensive training processes, empowering junior team members with essential skills & industry insights.

Denver Public Schools | Maya Instructor**Denver, Colorado | 2015 - 2016**

- Pioneered the introduction of students to Maya, Photoshop, & novel creative concepts, fostering a comprehensive understanding of industry-standard tools.
- Developed a sophisticated high school-level curriculum that aligned with educational standards while engaging students effectively.
- Led engaging & informative classroom instruction, cultivating an environment conducive to effective learning.
- Authored comprehensive guides & handouts, providing students with valuable supplementary resources to aid in their learning journey.
- Orchestrated collaborative group projects & personalized one-on-one activities, facilitating comprehensive skill acquisition & application.

High Road Productions | After Effects 2D Animator**Denver, Colorado | 2015**

- Directed Pre-Vis animation, establishing a strong project framework.
- Utilized Photoshop for precise image processing, elevating visual elements to project specifications.
- Executed After Effects puppet animation, infusing characters & scenes with dynamic motion.
- Took charge of pre- & post-compositing, seamlessly blending visual components for a unified outcome.
- Conducted proficient editing to refine & enhance the final output, ensuring alignment with project objectives & creative vision.

ARG! Animation Studio | 3D Generalist**Denver, Colorado | 2014 - 2015**

- Proficiently executed character modeling & texturing, bringing depth & authenticity to virtual personas.
- Applied meticulous character skinning techniques to ensure seamless & natural movement.
- Produced high-quality product models with accompanying textures, contributing to compelling visual narratives.
- Designed shaders & reflection maps to enhance the realism & visual appeal of digital assets.
- Leveraged expertise in lighting techniques to create atmospheric & immersive scenes.
- Demonstrated precision in rendering, resulting in polished final visuals.

Interrabit | Owner, Co-Founder**Denver, Colorado | 2013 - 2015**

- Established & nurtured a startup company, overseeing its growth & development.
- Led project management efforts, ensuring seamless execution of initiatives.
- Contributed as a 3D Artist, producing visual assets to enhance the company's offerings.
- Played a key role as a content creator, generating engaging & impactful content for various channels.

Internal Drive Tech Camps | Instructor**Denver, Colorado | 2013 - 2014**

- Delivered dynamic instruction as a Maya instructor, guiding campers through creative 3D modeling.
- Led engaging Minecraft modding sessions, sparking campers' interest in game development.
- Fostered a vibrant camp environment by orchestrating icebreakers, games, tournaments, and classes.
- Assumed responsibility for the safety and well-being of both day and overnight campers.
- Managed and supervised off-campus outings for campers, ensuring their enjoyable and secure experiences.

Greenworks Video | After Effects 2D Animator, Editor, Camera Operator**Denver, Colorado | 2012 - 2013**

- Optimized Illustrator files for animation, enhancing workflow efficiency & accuracy.
- Utilized After Effects to craft engaging & dynamic animated sequences.
- Integrated subtle visual effects to elevate the overall video production quality.
- Expertly executed video editing & encoding processes, resulting in a polished final output.
- Assumed the role of camera operator for Tri-Caster green screen shots, ensuring seamless integration & continuity of footage.