

3D Artist ☐ Software Trainer ☐ Small Business Owner

“I recommend [David] without question for any Lead/Senior/Technical level animation position he applies for. He is, in my experience, the most knowledgeable Max user I have come across with “savant” like capabilities when it comes to understanding the intricate details and often comes up with simple yet elegant solutions to complex animation/modeling problems. He has a very critical eye for detail and, as is the curse with all good 3D guys, is never satisfied with his work.”

- Damon Trim, Art Lead, Microsoft Games

“David, you were awesome for us this past week. I think we got everything and more than we asked for in an exposure to Max.[]Again, thanks for all the extra effort.[]I really like your extra effort/diligence to meet our needs. We remain impressed.

- Joseph L. Boyle, 3DMSS Program Manager, Lockheed Martin Space Systems Company

“I think that David is one of the best instructors in IDT. He does a great job of thoroughly explaining the tools and techniques necessary to complete a given project as well as their relevance to real-world situations. David also shows a personal interest in all of the students, not only concerning in class projects, but outside projects as well.”

- student review, IDEA instructor evaluation, Art Institute of Colorado

Profile

- Autodesk Certified Instructor in 3ds Max since 2007
- Expert level 3D artist familiar with all areas of production, including modeling, texture mapping, animation, effects, character animation and post production.
- Creates content for a wide range of applications, from engineering, design visualization and gaming, to custom training and consulting.
- Uses broad base of experience and in depth knowledge of appropriate software applications to create digital content that exceeds expectations, often managing large data sets, without sacrificing attention to details.
- Superb communication and organizational skills and a strong motivation for excellence make working independently, managing, or working within teams highly successful.

Advanced Computer and Software Skills

- 3ds max
- Character Studio
- MaxScript
- Photoshop
- Premiere
- Motion Capture
- Matchmover
- Blitz 3D
- Combustion
- Motion Builder

Work History

Digital Animation Services, Denver, CO

Owner/Lead Animator 1999 - present

Fay Engineering Corporation, Denver, CO

Senior Animator 1999 - present

Cad-1 Inc., Licensed Autodesk Reseller, Denver, CO

Software Trainer/Demo Artist 2000 - 2007

Art Institute of Colorado, Denver, CO

Instructor: MAA / IDT / CE 2002 - 2012

Colorado Symphony Orchestra, Denver, CO

Clarinetist 1993 - 2000 (Professional Music Resume Available Upon Request)

Education

Associate of Applied Science Degree in Computer Animation

Colorado Institute of Art, Denver, CO 1998

*Deans List for Academic Excellence (1997, 1998), Colorado Merit Awards (1998)

*Alpha Beta Kappa National Honor Society, Honors Graduate (4.0 Cumulative GPA)

Master of Music Degree in Performance

Northwestern University, Evanston, IL 1986

Work History Details

Digital Animation Services (DAS)

Owner and Lead Animator 1999- present

Creating superior custom 3D content and visualizations that exceed the client's expectations is at the heart of DAS. As the sole owner and principal, maintaining good communication and relations with clients, from initial contact to final deliverables is critical. Responsibilities include preparing contracts, managing production schedules and sub-contractors, managing network computer hardware and software and maintaining quality control and continuity throughout the production process. 3ds Max is the tool of choice.

Select Clients and Projects:

- **On Deck Sports Inc. (2009- present)** – *Custom sports facility visualizations*
- **SlaterPaull Architects (2011)** -- *Photo-real fly-through visualization, Aurora Hills Middle School, Aurora Colorado*
- **Bond Video Arts (2007)** – *VFX "Ozone in Our Zone" Denver TV broadcast*
- **Rhodes Homes Inc. (2006-2007)** – *Patented mass production process and delivery system*
- **Felsburg Holt & Olevig, Civil Engineering (2007-present)** - *Designing the country's first wildlife bridge*
- **Winston Associates, Architecture, Urban Planning and Landscape Design (2000-2007)** - *Urban visualizations*
- **Microsoft Flight Simulator (2004)** - *Content creation internship program*
- **Lockheed Martin Space Systems (2003-2004)** - *Custom training and consulting*

Fay Engineering Corporation

Senior Animator 1999 - present

Fay Engineering is one of the country's leading forensic and accident re-construction firms with clients like Ford, Firestone, Union Pacific and BNSF railroads. Using engineering data and testimonials, the 3D content creation and animation expert must provide engineering staff and clients with unique visualizations, solve problems and innovate new approaches with tools like 3D Matchmoving, human Motion Capture and character animation, large data-set manipulation, physics simulation, video post-production, and pipeline enhancement.

- Created more than 3 dozen custom MaxScripts used regularly to improve workflow.
- Provide creative problem solving skills and software expertise to resolve unique engineering visualization problems.
- Pioneer and integrate portable Motion Capture (*Measurand "ShapeWrap" & Animazoo "IGS" systems*) into the CG workflow.
- Performed Matchmoving services on difficult video footage, creating convincing CG re-constructions.
- Offer primary input on software and hardware purchases, maintain the render farm and handle daily IT issues.

Art Institute of Colorado

Instructor 2002 - 2012

As an industry professional, inspired and trained 3D artists with diverse backgrounds.

- Created custom course material and syllabi for up to 44 hours of instruction per class per quarter.
- The Rocky Mountain region's first and only Autodesk Certified Instructor in 3ds Max.
- Taught classes in Industrial Design, Computer Animation, and Continuing Education Departments.
- Courses included 3D Animation, Modeling and Rendering, Image Manipulation, and Graduate Portfolio Review.
- Provided custom classes for professionals seeking further advanced training through the CE Department.

Cad-1 Inc. (Licensed Autodesk Reseller)

Software Trainer 2000 - 2007

Created, designed and maintained custom training for Autodesk clients in 3ds Max and Autodesk Viz.

- Provided the customers with above average customized training to fit their company's specific needs.
- Maintained reseller's Max/Viz license through the yearly Autodesk exam process.
- Attended regular software update training and seminars to stay current with the latest software releases.