

Supervising / Senior Character & Creature Animator**Professional Profile:**

I'm a traditionally trained artist and animator skilled in drawing and sculpture seeking to join a team where I can apply my 20+ years of industry experience in character and creature animation in film, television, games and commercials. Experience in both pure game play and cinematic keyframe animation, motion capture editing / cleanup, pre-visualization / UE4 virtual production, 3D modeling, sculpting, and rigging.

Skills: Professional Experience: Games / Film / VR / Television / Commercials

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|---------------------------------|------------------|-----------------|
| • Character Animation | • Maya | • Rigging |
| • Lip-Sync | • 3D Studio Max | • Photoshop |
| • Creature Animation | • Z-Brush | • Unreal Engine |
| • Pre visualization / Post- Viz | • Motion Capture | • Shotgun |
| • Storyboarding | • 3D Modeling | • Jira |

Epic Games / EvilEye Pictures - Lead Animator

- Fortnite Season 5 Trailer - *character animation* 8/20 - 10/20
- Fortnite Season 5 Kratos Enters Fortnite - *character & creature animation* 10/20 - 11/20
- Fortnite Aliens - *character & creature animation / rigging* 11/20 - 2/5
- Fortnite Season 6 - Trailer - *character & creature animation / rigging* 2/8 - 2/26
- Fortnite Batman Zero Arrives - *character animation & rigging* 3/1 - 3/30
- Fortnite Orelia Awakens - *character animation* 3/31 - 6/30
- Fortnite Unannounced - *character animation* 6/30 - 9/3

Spaces Inc. - Supervising Animator

- Terminator Salvation VR (Location based VR) - *character & vehicle anim* 2/19 - 10/19
- Dreamland VR Theme Park (Location based vr ride) - *character animation*

Pure Imagination Studios / FoxNext - Supervising Animator

- Alien Descent (free roaming vr experience) - *creature & vehicle animation* 6/18 - 9/18
- Location Based VR Experience - *character & creature animation* 10/18 - 2/19

EA Games / Bioware - Senior Animator

- StarWars The Old Republic - *Knight of the Fallen Empire MMO, PC* 1/15 - 10/15
In-game character and creature game-play animation and cinematic animation

Pandemic Studios - Senior Animator

- Spec Warrior / Midway - *PC In-game character animation and rigging* 12/02 - 4/03

Kinesoft - Lead Animator

- MageLords / Independent - *PC In-game animation, rigging, modeling & texture* 4/00 - 2/01

BLUR - Senior Animator

- Halo 2 Master Chief Collection / Microsoft - *Character and vehicle anim* 3/14 - 7/14
- Tom Clancy's The Division Trailer / Ubisoft - *Character anim* 4/14 - 5/14
- Resident Evil: Operation Raccoon City Trailer / Capcom - *Character anim* 4/11 - 7/11

Digital Domain - Senior Animator**Games:**

- Ultimate Rivals / Apple Arcade Trailer - *Final character animation* - 12/19
- Unannounced / Trailer - *Final character animation* - 11/19
- Medal of Honor Rising Sun / EA E3 Trailer - *Final character animation* - 4/03 - 6/03
- 007 Everything or Nothing / EA E3 Trailer - *Final character animation* - 5/03

Film:

- Jungle Book - *Rig dev for Ka, previs for Ka, Mowgli, King Louie, Baloo* - 10/14 - 1/15
- Thor - *Final animation and digital doubles* - 12/10 - 4/11
- Real Steel - *Final animation keyframe and mocap editing for robots* - 9/10 - 11/10
- Tron Legacy - *Final character and vehicle animation* - 3/10 - 9/10
- Speed Racer: *Previs and final car and driver animation* - 9/8 - 4/8

The Mill - Senior Animator

- Energizer Bunny "Writing On The Lens" - *Bunny Animation* - 6/17 - 8/17
- Energizer Bunny "VR" - *Bunny Animation* - 8/17 - 9/17
- Energizer Bunny "Poof" - *Bunny Animation* - 7/17 - 8/17
- HayDay Hug 360 VR Youtube Video - *Sheep Animation* - 5/17 - 6/17

Encore VFX - Senior Animator 11/15 - 6/18

- The Flash Season 2,3 & 4 - *Characters, Creature Animation, Digital Doubles*
- Legends of Tomorrow Season 1, 2 & 3 - *Character Animation, Digital Doubles*
- Supergirl Season 1,2 & 3 - *Characters Animation, Digital Doubles*
- Black Lightning Season 1 - *Creature and Object Animation*
- Titans Season 1 - *Character and Creature Animation*
- Seal Team Season 1 - *Aircraft Animation*

Accomplishments**Teacher / Mentor**

- Rhythm & Hues Mentorship 2005: Mentored multiple junior animators on creature animation
- The Gnomon School of VFX 2012 - Current: Teach Animation courses from Intro to animation, and body mechanics up to advanced character and creature animation.
- Animation Mentor 2016 - 2018: Taught Intro through advanced character animation
- John Hughes Institute / Arizona State University 2020: Real-Time previs using the Unreal Engine

Speaker

- The Directors Guild of America Digital Days 2012 Non-Human Characters Creating Creatures: Physical or Digital
- CTNX Convention - Adding Character to your Creatures

Presenter

- The Future of Film - Epic Games UE Fellowship Short Films

Judge

- The 37th Annual Annie Awards, honoring the best in animation for 2009

Education:

- The Columbus College of Art & Design, Bachelors of Fine Arts / Illustration
Columbus, OH 1990 -1994
- Epic Games Fellowship: Inaugural Unreal Engine Virtual Production Course
May 2020

References:

"What's great about Dave is that he's great at a lot of things. He can wear many hats and wears them well. If you have a question about sculpting, animating, editing, or even story, Dave's your man. People like Dave are hard to come by at work. Someone that can inspire and elevate your own work."

-Kelsey Mann - Story supervisor at Pixar Animation Studios

Dave is a very experienced animator and well versed in many styles and platforms. Whether working on character animation, previs, creatures or digital doubles, Dave brings a positive attitude and steady enthusiasm to any task. His knowledge of practical creature effects was also a big plus for our VFX work.

Colin Brady - AMGI Animation Studios