

Dave Mansfield**2D/3D/4D Artist**

PO Box 352, El Segundo, CA 90245

310.322.1844

daveoramma@gmail.com

Objective:

Make art. Get results. Get paid.

Description:

Art commando who plays well with others.

Work Experience:**FREELANCE ARTIST**

6/06 - Present

PO Box 352, El Segundo, CA 90245

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3D modeling, animation and 2D compositing of various special effect sequences for independent television and web broadcast productions (Autumn Music, Magica, Directive 1052, Mortal Skin), corporate logo design & animation (Bid Network Online, L.A. Blues), product package design as well as responsible for all marketing art assets of products, web page design.

3D ARTIST / 3D ANIMATOR

12/02- 6/06

EP Industries, 2305 Utah Ave, El Segundo CA 90245

310.643.8515

Responsible for 3D pre-visual development for construction of various projects including vehicles for DARPA (Unmanned Vehicle Project), Universal Pictures (2Fast 2Furious, xXx, Taxi) and Pixar (Cars), 3D design and animation of inventions created by company (10 patents awarded) and a 14 foot long submarine that swims like a Great White Shark (Mind of a Demon). Duties also include non-linear editing of various video projects, most notably a new line of "How to" automotive videos cashing in on the shop's "The Fast and the Furious" movie fame for the Eastwood Company, graphic design of full and half page advertising, web development.

2D/3D ARTIST / ASSISTANT ART DIRECTOR

9/01-6/02

Hypernova Games, 1602 S. Parker Rd. #109 Aurora, CO 80231

In addition to being a lead artist in development of cinematic and game level 3D models, texture mapping and animation for a MMORPG, I was in charge of 13 part-time interns. In 9 months we produced a 2 minute intro movie and a playable game demo using the Quake3 engine. The company was unable to procure funding in a post 9-11 world despite our Herculean efforts and was forced to close before game publication.

3D ARTIST / 3D ANIMATOR / LINGO PROGRAMMER

2/00-7/01

DATA, INC. 1777 S. Bellaire St. Suite Ground 0 Denver, CO 80222

303.708.9708

3D modeling and animation of human anatomy and medical procedures, Director 7.0 programming & interface design on a variety of multi-media CD-ROMs ranging from virtual PE tube ear surgery to Anthrax vaccination, CD label design for client demos & storyboarding.

Education:

Art Institute of Colorado

(7/97-3/01)

Bachelor of Arts in Media Arts and Animation

(3/01)

Associates Degree in Computer Animation

(12/98)

Please visit me online @ <http://www.prescient-thought.com> to see my portfolio!

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Over ---->>

Skills:

3D modeling of low and high polygon objects
Texture map design and painting
3D character animation
Digital painting and photo correction
Storyboarding
Character design
Commercial art and design
Fine art (oils, watercolor and inks)
Creative writing
Screenplay writing
Game programming (Basic, Visual Basic & Lingo)
Comic book illustration
Analog and digital audio recording (2-32 tracks)
MIDI recording
Non-linear video editing
Soundtrack scores and club remixes
Licensed Single Engine Aircraft Private Pilot

Software:

Expertise in a variety of PC and Macintosh audio / visual packages including:
3DS Max, Maya, Lightwave, Adobe CS3 (Photoshop, Illustrator, Flash, etc.), Z-Brush, Rhino, Combustion, AfterFX, Premiere, Final Cut Pro, ACID Pro, Hammerhead, Cubase, Sound Forge, Cakewalk, Pro Tools, Media Cleaner Pro, Terragen, Poser, & Director.

Hardware:

Programming experience in Action Script 1-3, Lingo, Visual Basic, Power Basic & Fortran 77. PC and Macintosh custom system design and implementation, Mechanical design and fabrication, Computer troubleshooting & repair.

Wetware:

Interviewing potential candidates, managed as many as 13 people in goal-oriented projects, time cards and resource management, experience in authoring ISO9001 documentation, understands the true morale-building value of pizza days.

References:

Tom Flanigan
Evil Genius Games, Inc.
(303) 288-2290

Art Director/Instructor
t.Flanagan@comcast.net

Tom Richardson
DATA, Inc.
(303) 708-9708

Owner
tom@datausa.com

Marc Wilhelm
Factor 5, LLC
(415) 309-9916

Senior Game Designer
marcwilhelm@hotmail.com

Please visit me online @ <http://www.prescient-thought.com> to see my portfolio!