

# David Parsons

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## Objective

Information Technology, New Media

## Experience

2008 – Present HDRI 3D Magazine Henderson, NV

Contributing Writer and Technical Editor

Wrote and continue to write articles and tutorials concerning LightWave and Softimage. Edited articles for content and veracity.

- Wrote tutorials that decreased learning curves for transitional artists.
- Developed a learning environment that decreased single software reliance.
- Provided instruction for cross software hardware and character modeling techniques

2005 -2008 AC Coin & Slot Pleasantville, NJ

Lead Animator

Modeled, rigged, textured, animated, created vfx and composited for video slot games using Lightwave, Softimage and Adobe Creative Suite within the R&D department.

- Supervision of four modeler/animators.
- Directed artists both creatively and logistically.
- Created and implimented a 3D pipeline from the ground up
- Created and/or directed the creation of over 650,000 frames worth of deliverables.
- Prototyped game designs
- Delivered VOX and SFX for 10 games.

2004-2005 A Thomas Henry Production, LLC Orlando, FI

Animation, Modeling, Texturing and TD

CGI cut/product showcase sequence for a nationally televised infomercial for Immune Shield/Interra Boston client.

- Modeled, textured, lit and animated a 2.5 million polygon “product showcase” scene using LightWave 8.

2003-2004 Edify MG, LLC

Orlando, FI

Animation, Texturing, TD and R&D

Pilot episode of a PSA format education series based on the “Six Pillars of Character” using Lightwave 7.5 and AfterEffects 6 pro.

- Assisted in development and tested a dynamic 3D character projected in a 2D environment.
- Hair simulation for human characters.
- Character Lip-Synch.
- Set modeling and texturing.
- Created Light-Probes for light matching as part of R&D.

2002-2003 Digital Animation and Visual Effects School Orlando, FL  
Modeler, Animator, Texture Artist, Physical Simulation and Particle effects

Digital Animation and Visual Effects School Graduate Project. Created various models, textures and animations for "B17 Victory in The Skies"

- Trained students in the use of Lightwave 7.5 particle effects system.
- Trained students in the use of Particle Illusion 3 .
- Created hard body dynamics and cloth simulations.
- Used After Effects to composite various render passes.

2000-2001 Carreker Corporation Dallas, Tx  
Senior Software Engineer

Software research and development.

- Wrote and developed, under Borland Delphi 4 Client/Server, a web based bank reporting tool called Float Web Reporting utilizing COM, OLE, XML and ASP with an Oracle 8i back end.
- Designed and architected version 2 and 3 of Float Web Reporting.
- Designed, architected and began development on a financial simulation package called Float Modeling.
- QA and debugging for a VB 6 application called Float Manager.
- Created a Macromedia Flash and HTML interactive demo for Float Web Reporting.
- Created a Flash and HTML interactive demo for Float Manager 3.0
- Created Flash training materials for Float Web Reporting 1.0.
- Improved existing Flash components and created XML parsers for a web based transaction monitoring tool called eFraudTracker.

1998 – 2000 University of Texas Medical Branch Galveston, Tx  
Software Systems Specialist

Software development, project management, hardware/software support, network manager and database manager for the office of the Vice President for Research.

- Maintenance and rewrites for a legacy Sponsored Program Information System (SPINS) using MS VC++.
- Oracle to MSSQL 7.0 data migration.
- Management of an Oracle 7.3.1.2 instance consisting of approximately 100 tables and over 1,000,000 records.

- Management of 6 NT servers and a 50+ member user group.
- Ad Hoc web page/site design using Cold Fusion 4.0, hand coded HTML, CGI scripts and Macromedia Dream Weaver.
- Ad Hoc queries and reports via MS Access, Cold Fusion and Delphi.
- Designed, wrote and implimented web based Compliance Training modules utilizing Flash, ASPs, Cold Fusion and Director 7.0.
- Designed, wrote and implemented a client/server based company contact tracking package for the Clinical Trials department utilizing an Oracle back end and Delphi.
- Designed, wrote and implemented a client/server based patent tracking package for the Technology Management Office utilizing a Visual Fox Pro back end and Delphi.
- Designed, wrote and implemented a client/server based automated billing package for the Office of Sponsored Programs department utilizing an Oracle back end and Delphi.

Unless otherwise noted all Lexmark software was developed using Delphi 3.0 Client/Server edition

1997–1998                      LexMark International, Inc                      Lexington, KY  
 Manufacturing Technology Systems Software Development

Software development, project management, and hardware/software support for LexMark's Business Printer Division.

- Designed, wrote and implemented Product Audit and Conformance Evaluation (PACE) software.
- Designed, wrote and implemented line production monitoring software.
- Designed, wrote and implemented non-conforming materials tracking and reporting software.
- Imbedded and live SQL query management.
- Intranet Development.
- Designed web pages.
- .DLL development.
- CGI Scripting
- Design and implementation of Hoshin Kanri business directives.
- Cross platform data translation (AS/400 to PC).
- PC hardware and software support for PACE and four world class manufacturing lines
- Supervised and trained incoming team members.
- Received Manager's Appreciation Award.

1996–1997                      LexMark International, Inc                      Lexington, KY  
 Material Logistics IT/MIS

Provided data analysis and management for a 1,200 part inventory tracking system.

- Developed J.D. Edwards "Completer Data" reporting package.
- Developed parts availability reporting software.

- Developed cross departmental reporting software.
- Modified Lotus Approach to augment material movement and tracking.
- Modified Lotus Approach software for PACE automation prototype.
- Hardware and Software support for Material Logistics and PACE.

Education	1988–1992	University of North Texas	Denton, Tx
	Physics Computer Science		
	2002-2003	Digital Animation and Visual Effects School	Orlando, FL
	Advanced Associate		

**Software Experience**

Macintosh:

MS Office, Adobe Photoshop, Freehand , Fireworks, Adobe Illustrator, Pagemaker, Flash 4 & 5, Dreamweaver/Ultradev, Fractal Design Painter, Electric Image Universe, Final Cut Pro , Premier.

IBM/PC:

Microsoft Office, IIS, Visual Fox Pro, Visual Basic, Delphi, Visual C++, Borland C++ Builder, Borland J Builder, Macromedia Dreamweaver/Ultradev, Painter 3D, LightWave, Maya (Alias certified [cert. # 10930]), Softimage|XSI, Adobe CS and Pro Suite, Particle Illusion 3, Flash MX, Adobe Audition, Avid ProTools, Toon Boom Studio, Deep Paint 3D, Shake, Digital Fusion.

Internet/Intranet:

HTML, Java Script, DLL/CGI development, ASP, COM, OLE, XML.

AS/400:

Mozart, J.D. Edwards.

SQL:

Informix SQL, Microsoft SQL, Oracle, Sybase, Paradox, Access, Borland DBE

OS:

WinXP, Win 2K, Win 2K Server, Win 3.X, Win NT 4.0, NT Server 4.0, Win 95, Mac OS (6.4.4 – OSX).

**References**

Available upon request.