

David Parsons

Objective Animator, Modeler, Texture Artist, Visual Effects, 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 XSI. 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, XSI 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

DAVE 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.

Prior to 2003

Software engineering

Employment history prior to 2003 is available upon request. Prior to 2003

I engaged in software engineering which had little to do with CGI.

Education	1988–1992	University of North Texas	Denton, Tx
		<ul style="list-style-type: none"> • B.S., Physics. • Computer Science minor. 	
	2002-2003	Digital Animation and Visual Effects School Orlando, FL	
		<ul style="list-style-type: none"> • Advanced Associate Degree 	

Software Experience

Macintosh:

MS Office, Adobe Photoshop, Freehand , Fireworks, Adobe Illustrator, Pagemaker, Flash 4 & 5, Dreamweaver/Ultradev, Fractal Design Painter, Electric Image Universe, Shake, 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, 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).