David Richard Nelson

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Creative Producer and Technical Digital Artist

Proven digital artist and content creator in film, interactive, and technology sectors. Passionate about the art of digital content creation of characters and creatures. Through collaboration, latest DCCs, cloud, mobile and AR/VR platforms, leveraging team building, pipelines, machine learning and neural networks to evolve the next generation of story telling for product design and human engagement.

Core Technical Competencies

Software Autodesk Maya (developer, beta tester, user), Autodesk Shotgun Administrator and API Developer, Adobe Creative

 Cloud Suite (Photoshop, Illustrator, Premiere, After Effects, Dimension), Allegorithmic Substance Painter and Designer,

 Unreal Engine 4, ZBrush, VRay, NVidia MDL, Adobe Lantern, NVidia, Arnold, Mentalray, NVidia IRay, XGen, Shave and

 a Haircut, Microsoft Visual Studio, Blender, Proprietary software SDKs and APIs.

Platforms MacOS, Linux, Windows, Unix, AWS, GCP, Jira, Git, Perforce

Languages Python, PyQt, MEL, Tcl|Tk, C, HTML, C++, Proprietary languages.

Career Highlights

* Delivered outstanding content for award winning films and interactive experiences as producer, supervisor, technical director, modeler, and simulator at Sony PlayStation, Adobe, Disney Lucasfilm Industrial Light and Magic, Tippett, Laika, and Pixar.
* Increased efficiency, writing tools and pipelines using Shotgun, Qube, Substance, Adobe CC, Maya|3DS Max|Blender API, Python on LAN and cloud.
* Achieved results in small startups and large corporate environments leading teams and contributing hands-on as an artist and technologist.
* Decades of experience using Autodesk Maya, Adobe Creative Cloud, and Blender.
* Background, publications, and devotion to scientific research and techniques.

Professional Experience

Sony PlayStation ([www.playstation.com](http://www.playstation.com)) | San Mateo, CA (January 2020-Present)

Senior Technical Artist

Research and Development Graphics Technology Group.

Adobe ([www.adobe.com](http://www.adobe.com)) | San Francisco, CA (3 years)

Producer 3D Technical Artist

Led Creative Operations Content Team for Dimension, Project Aero and Stock for 3D digital marketplace experience.

* Created OBJ PBR pipeline using python and mayapy to achieve incrementally increased ingestion of digital assets by 50% each year.
* Collaborated with business development and product managers on strategy to increase art contributor success.
* Increased brand awareness of Stock 3D by leading technical and art direction for marketing initiatives including NASA, Tony Hawk, and content for Adobe MAX.
	+ <https://stock.adobe.com/3d-assets>
	+ <https://create.adobe.com/2019/1/23/tony_hawk_skate_jam_.html>
	+ <https://magazine.artstation.com/2019/02/adobe-dimension-moon-mars-award-winners-honourable-mentions/>
* Developed process for real-time animated assets and documentation for artist in residency contributors using glTF and PBR GLSL.

Disney Lucasfilm Industrial Light and Magic ([www.ilm.com](http://www.ilm.com)) | San Francisco, CA (4 years)

Senior Creature Technical Director

Delivered outstanding hero creature rigging and simulation for blockbuster feature length films.

Increased Creature Development workflows across global offices with Block Party 2 API and python tools.

Credits include:

Transformers; The Last Knight (2017) | Teenage Mutant Ninja Turtles; Out of the Shadows (2016)

Warcraft (2016) | Transformers; Age of Extinction (2014) | Pacific Rim (2013)

Ventosum ([www.ventosum.com](http://www.ventosum.com)) | (12 years)

Founder and CCO, Independent Contractor

Creative and technical content generation for design and interactive including Autodesk, 3M, and Boston Scientific, Anderson Images, Brazen Animation, Invisible Thread.
Credits include: Hyperspace Madness (2012)

Laika Entertainment ([www.laika.com](http://www.laika.com)) | Portland, OR (2 years)

CG Rigger|Independent Contractor

Accomplished dozens of background crowd humans with full facial articulation by creating auto-rig system with MEL, python and C++ API plugin support.
Credits include: Paranorman (2012)

Foomojo ([www.foomojo.com](http://www.foomojo.com)) | Redwood City, CA (2 years)

CG Supervisor

Supervised technical direction of artist team.

Led pipeline and hardware design to generate dozens of virtual pets for social media platform using Maya, MEL, python, and Unity3d.

Tippett Studio ([www.tippett.com](http://www.tippett.com)) | Berkeley, CA (5 years)

Creature Technical Director Supervisor

Delivered feature film creatures by leading Puppet department and automating character pipeline for animation department with MEL and Maya API.

Credits include:

Beverly Hills Chihuahua (2008) | Enchanted (2007) |Charlotte's Web (2006) | Constantine (2005)

Son of the Mask (2004) | Catwoman (2004) | Stepford Wives (2004) | Hellboy (2004)

Pixar Animation Studios ([www.pixar.com](http://www.pixar.com)) | Emeryville, CA (3 years)

Character Technical Director

Accomplished award-winning character animation modeling and rigging for hero characters.

Delivered documentation and training for Pixar University.

Credits include: The Incredibles (2004).

Teaching Experience

Rigging Dojo ([www.riggingdojo.com](http://www.riggingdojo.com)) | Austin, TX (3 years)

Mentor

Teaching international students online the art of character rigging in Maya through videos and forums.

Expression College ([www.expression.edu](http://www.expression.edu)) | Emeryville, CA (2 years)

Course Instructor

Celebrated student success by lecturing and curriculum development of advanced 3D Modeling course for character animation.

Education

Bachelor of Science, Digital Visual Media - Expression College, Emeryville, CA.

Associate of Science, Computer Animation, Salutatorian - Full Sail, Winter Park, FL.

Certifications, Memberships and Professional Affiliations

Autodesk Maya Certified Developer Network Member

Pipeline FX Qube Certified Administrator
Visual Effects Society Member.

ACM, SIGGRAPH, SIGGRAPH Public Policy Committee Member, Studio Sub-committee member, Student Volunteer, and Team Leader.

Honors and Awards

Visual Effects Society, 12th Annual Awards Ceremony. Nominated for Outstanding Models in a Feature Motion Picture in Pacific Rim– Gipsy Danger: David Fogler, Alex Jaeger, Aaron Wilson, David Behrens.

Visual Effects Society, 6th Annual Awards Ceremony. Nominated for Outstanding Animated Character in a Live Action Motion Picture in Enchanted – Pip: Tom Gibbons, James W. Brown, David Richard Nelson, John Koester.

Visual Effects Society, 5th Annual Awards Ceremony. Nominated for Outstanding Animated Character in a Live Action Motion Picture in Charlotte’s Web - Templeton: Todd Labonte, Jason Armstrong, David Richard Nelson, Sven Jensen.

Publications

Public Policy in Computer Graphics, Quarterly Column. B. Ellis, M. Losch, L.J. Reinhart, D.R. Nelson, et al. ACM SIGGRAPH Computer Graphics Quarterly Columns: (1997-2003).

"Kinetic and genetic bases for the heteroclitic recognition of mouse cytochrome c by mouse anti-pigeon cytochrome c monoclonal antibodies." J. Liu, J.M. Minnerath, R. David Nelson, C.M. Mueller, R. Jemmerson. Molecular Immunology 37, 847-859; (2000).

"A conformational change in cytochrome c of apoptotic and necrotic cells is detected by monoclonal antibody binding and mimicked by association of the native antigen with synthetic phospholipid vesicles." R. Jemmerson, J. Liu, D. Hausauer, K.P. Lam, A. Mondino, D.R. Nelson. Biochemistry 38, 12:3599-3609; (1999).

"Effect of electrolytic water intake on lifespan of autoimmune disease prone mice. (4603)." D. Nelson, CP. Reddy Avula, C. Jolly, J. DeVierville, G. Fernandes. In: Federation of American Societies for Experimental Biology (FASEB), SF, CA, (1998).

"Fate of cytochrome c in apoptotic and necrotic cells (6245)." R. David Nelson, Anna Mondino, Ron Jemmerson. In: Federation of American Societies for Experimental Biology (FASEB), SF, CA, (1998).