

David Richard Nelson

Oakland, CA

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612 910 7749

Demo: www.ventosum.com/demo.html

Resume: www.ventosum.com/david/

IMDB: www.imdb.com/name/nm2528569/

LinkedIn: www.linkedin.com/in/davidrichardnelson

GitHub: <https://github.com/davidrichardnelson/>

Professional Experience:

Industrial Light and Magic (A Disney Lucasfilm Entertainment Company)

Creature Technical Director, San Francisco, CA, www.ilm.com (Feb 2012- March 2013, March 2014 – present)

Teenage Mutant Ninja Turtles 2 (2016): mech and flesh hero asset Maya rigging and Zeno simulation setup. Block Party 2 API and block writing for rig upgrades for all show assets. Maya python and PyQt tools for using nucleus simulation for animators on existing block party rigs coupled with bezier rig tools to blend kinematic and simulated motion on chained rigs.

Warcraft (2016): Maya rigged using Block Party 2 and Zeno flesh, muscle, pose space deformations, and costume simulation setup for Durotan Orc (hero asset). Ran simulations on clothing, muscles, flesh, and shapes with wind and environment for 16 shots with 1-30 orcs in each. Wrote skinning tools in Maya for quick editing of costumes using enveloping.

Transformers Age of Extinction (2014): Lockdown facial rigging prototyping working with facial capture data (FEZ) and previs rigging.

Pacific Rim(2013): Maya rigged Gipsy Danger robot, all variants, and most related assets. Rigged multiple variants and flesh simulation for Otachi winged kaiju using Maya and flesh and muscle simulation setup in Zeno. Ran 10 flesh/cloth simulation and shaping shots. Previs rig generation for multiple assets. Wrote python and PyQt for various asset needs.

Ventosum, LLC

Founder and CEO, Independent Contractor, Shoreview, MN, www.ventosum.com (November 2013 - present)

Creative and technical content generation for design, visualization, and gaming. Services for Autodesk, 3M, and Boston Scientific.

Rigging Dojo

Mentor, Austin, TX, www.riggingdojo.com (July 2010 – November 2013)

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

Laika Entertainment

CG Rigger/Independent Contractor, Portland, OR, www.laika.com (July 2010 – February 2012)

VFX CG Character auto-rig system developed in MEL with python and C++ API plugin support integrated into existing Laika pipeline.

VFX CG background and crowd character rigging of bodies and faces working closely with costume and Rapid Prototype department to deliver assets matching quality and specifications of hero stop motion puppets for ParaNorman (2012).

Rivet Games (formerly Foomojo, Inc.)

CG Supervisor, Redwood City, CA, www.rivertgames.com, www.foomojo.com (March 2008 - July 2010)

Supervise technical direction of artist team. Purchased, setup, and maintained Mac server and Boxx render node farm. 3D character and prop generation for over 30 dogs and cats for flash and unity3d. Created full CG pipeline for procedural character development, rigging, animation, and rendering using Autodesk Maya (MEL, Python, C++ API), PipelineFX Qube, Shave and a Haircut, ZBrush, Mental Ray.

Tippett Studio

Creature Technical Director Supervisor, Berkeley, CA, www.tippett.com

Created creature pipeline for animation department with MEL and Maya API. Lead rigging for rat and iguana in *Beverly Hills Chihuahua* (2008), chipmunk and beast in *Enchanted* (2007), rat in *Charlotte's Web* (2006), vermin man in *Constantine* (2005), dog in *Son of the Mask* (2004), cat in *Catwoman* (2004), robots in *Stepford Wives* (2004), and Abe in *Hellboy* (2004).

Pixar Animation Studios

Character Technical Director, Emeryville, CA, www.pixar.com (Fall 2000-Spring 2003).

Digital assets for Dash Parr and prop and background characters for *The Incredibles* (2004). Character modeling and rigging for unreleased Short film. Character generation system for layout. Documentation and training for Pixar University.

Expression College

Course Instructor, Emeryville, CA, www.expression.edu (Spring 2002-Fall 2004).

Lecturer, lab instructor, and curriculum development of advanced 3D Modeling course for character animation.

University of Minnesota Medical School and University of Texas Health Science Center

Senior Laboratory Technician, Dept of Microbiology & Pediatrics, www.microbiology.med.umn.edu (1997-99), Dept. of Medicine, San Antonio, TX, www.uthscsa.edu (1993-95).

Confocal laser & optical microscopic imaging and mRNA, DNA cloning and purification, and gene sequencing techniques.

Education:

Bachelor of Science, Digital Visual Media, **Expression College** (2003), Emeryville, CA.

Associate of Science, Computer Animation, Salutatorian, **Full Sail** (2000), Winter Park, FL.

Undergraduate pre-med coursework, **University of Minnesota** (1995-98), Minneapolis, MN.

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Honors and Awards:

Visual Effects Society, 12th Annual Awards Ceremony (2014)

Nominated: Outstanding Models in a Feature Motion Picture

Pacific Rim - Gipsy Danger (jaeger)

David Fogler, Alex Jaeger, Aaron Wilson, David Behrens

Visual Effects Society, 6th Annual Awards Ceremony (2008)

Nominated: Outstanding Animated Character in a Live Action Motion Picture

Enchanted - Pip (chipmunk)

Tom Gibbons, James W. Brown, David Richard Nelson, John Koester.

Visual Effects Society, 5th Annual Awards Ceremony (2007)

Nominated: Outstanding Animated Character in a Live Action Motion Picture

Charlotte's Web - Templeton (rat)

Todd Labonte, Jason Armstrong, David Richard Nelson, Sven Jensen.

Technical Experience; (1995-present):

Software:

Autodesk Maya Certified Developer Network Member and Beta Tester

Pipeline FX Qube Certified Administrator

Mentalray

Shave and a Haircut

Microsoft Visual Studio .NET

Pixar Renderman Artist Tools

Shake

Photoshop

Blender

After Effects

Final Cut Pro

Illustrator

Flash

Proprietary software

Platforms:

Linux

Windows

MacOS

Unix

Languages:

C++

MEL

Tcl/Tk

C

Python

PyQt

HTML

Proprietary languages.

Memberships and Professional Meeting Affiliations:

Visual Effects Society, www.visualeffectssociety.com/ (2012-Present).

ACM and ACM SIGGRAPH Member (1997-2000).

ACM SIGGRAPH Public Policy Committee Member, Studio Sub-committee member, Student Volunteer, and Team Leader (1994-2003).

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. DeVerville, 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).

References: client referrals, references, and other materials available upon request.