

# Steve Davy

## Senior 3D Animation Generalist

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### Skills

- Advanced Maya user with more than 10 years' experience (user since version 1.5), including mental ray for Maya.
- Strong generalist skill set with abilities in all areas of the 3D pipeline, but with particular strengths in modeling, animation, lighting, rendering and compositing.
- Expert After Effects and Photoshop user. Production experience with Z-Brush, Real Flow and Shake.
- Strong technical skills in hardware and software; extensive render farm experience using Smedge and Muster.
- MEL scripting and tool creation abilities and experience.
- Outstanding planning, problem solving, organizational and project management skills. Proven track record of delivering projects under tight deadlines.
- Windows and Mac friendly; some Unix experience.

### Professional Experience

#### Freelance 3D Artist, May 2011 to present

I am currently working as an independent freelance 3D animator, CG artist and compositor in San Francisco, with an emphasis on scientific and medical visualizations.

#### Lead Technical Animator at Eveo Inc., April 2008 to May 2011

For three years I was a project lead, senior animator and 3D generalist for an award-winning San Francisco agency, producing medical visualizations for the pharmaceutical industry. I completed projects from storyboards through final compositing; researched and developed effects using 2D/3D solutions; made key technical decisions; supervised other artists. I helped grow the company's 3D department from just two people to over 30; advised management on software procurement and hiring, improved pipeline and workflow techniques; met very tight deadlines and satisfied challenging art direction briefs in a difficult client-driven field. Overall, I was instrumental in raising the quality bar significantly for Eveo's animation work.

#### Freelance 3D Artist, February 2006 to April 2008

I was an independent freelance artist providing full-service 3D animation production for a variety of clients. I helped to create cinematics for the "Iron Man" game for Black Point Studios in San Francisco, and at Red Hill Studios in Larkspur created 2D and 3D animation and effects for a Discovery Channel show entitled *Exploring Time*.

#### 2D/3D Generalist at Stylus Visuals, April 2005 to February 2006

At Stylus I created scientific and medical visualizations for Bay Area companies and research scientists. One piece created here, "Dicer," was included in the exhibition "Design and the Elastic Mind" at the Museum of Modern Art in New York City (this is still viewable online).

I helped develop the company's methodology, created and ran a 20-node render farm and introduced advanced animation, rendering and compositing techniques.

#### **Cinematics Artist at Electronic Arts/Palma VFX, 2003-2005**

Working for Palma in-house at EA Redwood Shores, I created real-time cinematics for "Lord of the Rings," applying and refining character motion capture data, creating lip-synch animations, and running cloth simulations. Some rigging and character animation work. Later I ran Palma's render farm in San Francisco while they created cinematics for "Sim City."

#### **Lighter/Technical Director at Robots of Mars/Midland, September 2003 to April 2004**

*Robots of Mars* is a stereoscopic attraction/ride film. I was employed as a lighter and compositor using Shake; additional tasks included layout, rigging, animation cleanup, effects work, asset organization, and render farm management.

#### **Character Animator/Compositor, Duck Studios, April 2003 to June 2003**

At Duck, based in Los Angeles, I created 3D character animation for M&Ms television spots which re-create Woodstock and the Beatles' concert at Shea Stadium. Additional tasks included tracking, crowd construction and cleanup from green screen elements; creation of camera flash effects, lens flares and backlighting; creation and insertion of 2D and 3D elements to live plates; breath removal and background replacement.

#### **Character Animator at Cyberploc Studio, 2001 to 2003**

Cyberploc Studio was a virtual volunteer collective run by Fred Soumagnas, a CG veteran of movies such as *Titanic*. I contributed character animation to two award-winning shorts, *Grand-Ma* and *The Auction*. Both films were accepted to numerous animation festivals.

#### **2D/3D Generalist at Gork Enterprises, 2001 to 2003**

Gork Enterprises is a Los Angeles area company creating DVD menus and other effects for Hollywood studios. I created 3D animation for award-winning DVD menus, including Disney and Pixar titles such as *Who Framed Roger Rabbit*, *The Santa Clause*, *Ed Wood*, *The Muppet Christmas Carol*, *The Lion King* and *Monsters, Inc.*

### **Education**

- Santa Monica Academy of Entertainment and Technology 3D animation program, 2001-02
- Gnomon School of Digital Effects, Hollywood, 1998-99, modeling and texture mapping classes; self study.
- Herts College of Art and Design, St. Albans England, BA in General Vocational Design

### **Summary**

I am a versatile 2D/3D generalist with more than 10 years' professional experience in a wide range of CG fields including short films, broadcast commercials, games, DVD menus and scientific and medical visualizations. I continue to develop my knowledge of CGI techniques, as well as software and hardware advances. I very much enjoy wearing a variety of hats in my work, and love to solve difficult problems.