

# Dave Dind

## 3D Environment Artist

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### Experience

#### **Gameloft Entertainment Toronto**

*3D Environment Artist* | February 2012 – November 2015

- Created high and low poly models for the upcoming mobile title **Disney Magic Kingdom**
- Modelled and textured realistic high poly, pre-rendered backgrounds and individual slot machine icons for **CSI: Slots** mobile title
- Created dozens of low poly, hand painted assets for an unreleased title over the course of a year
- Created high poly, pre-rendered organic assets for **EPIC: Battle for Moonhaven**
- Created clothing assets for **UNO & Friends** which remain unreleased
- Optimized high and low resolution art for **Asphalt 7: Heat** as point of contact/primary knowledge holder when interfacing with Montreal studio
- Explored ideas for an unreleased title with a small team of artists

#### **Ganz Studios Inc.**

*Art Lead* | October 2011 – January 2012

- Tasked with bringing art team smoothly out of pre-production and into full production on **Nakamas**, a 2D web-based game
- Established a living style guide document for **Nakamas**
- Created several template files to help improve the work flow of the art team
- Provided the programming team with correct final files based off of other artists source files, including uploading data to a content management system
- Worked very closely with the concept lead to review artwork daily in order to maintain the look and feel of the project
- Worked closely with the game designer to flesh out several major design aspects during early production
- Established the file naming convention, version software repository, and several technical work flows

*Lead Artist* | June 2011- October 2011

- Responsible for managing 3D art team on **Tail Towns MMO** and **Tail Towns Friends** Facebook project. Responsibilities include pipeline development, educating and motivating artists, and moderating the look and feel of 3D art
- Worked closely with creative department to establish level designs and art direction for newly designed city and towns.
- Oversaw smaller, cross-departmental, and cross-project teams to ensure that the art

## Experience (Continued)

department was properly represented

- Worked closely with production team to ensure that obstacles were removed in a timely fashion
- Ensured that 3D artists completed their work on time and to a high quality standard, while providing feedback both visually and technically
- Met daily with project leads to provide the latest information on art production and helping to work out design issues as they arose

### *Senior 3D Artist & Co-Art Lead* | April 2011 – June 2011

- Responsibilities included approving 3D assets and concept art, working with new Production team and getting them up to speed, helping to establish art milestones, and providing estimates for completion of major and minor artistic goals
- Represented the art department during discussions with other department leads
- Spearheaded creation of Technical Art team within the art department to function across multiple projects

### *3D Artist* | August 2009 - March 2011

- Responsibilities included modeling and texturing hundreds of low poly 3D assets for **Tail Towns MMO** including buildings, ground, foliage, and prop assets. Also created concept art, models, and textures for **Webkinz** based on descriptions from creative department
- Integral part of both a horizontal and vertical slice of the main city in **Tail Towns MMO**. Worked closely with both concept artists and level designers throughout the process as well as provided technical assistance and artistic guidance to the 3D art team
- Implemented the grid system used throughout **Tail Towns MMO** as well as building and establishing the guidelines for exterior building dimensions and interior room dimensions
- Team lead on multi-user village system. Established the 3D look and feel of 4 different village types based off of concept art and created many of the assets and all base ground vertex painting layouts for each village type

## Seneca College

### *Professor of Motion Capture* | January 2009 – April 2009

- Taught students to work with and clean up motion capture data using Vicon Blade software and assisted them with technical issues

## Technical Skills

- 3D Studio Max
- Photoshop
- Zbrush
- nDo
- xNormal
- Unity
- UDK
- MS Office Suite
- Open Office Suite
- Tortoise SVN

## Education

Diplomas in Game Art and Design with Traditional Animation, and Art Fundamentals at Seneca College. Completed 4 years of study in 2007