

Dave Dind

Environment Artist

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Experience

Guru Studio

Lead Surfacing Artist | July 2017 - May 2019

True and the Rainbow Kingdom - Seasons 3 & 4

- Supervised a team of 4 artists and provided guidance and assistance in problem solving asset issues, as well as helping new artists get up to speed on the studio's best practices
- Managed and delegated all surfacing related fixes, which included investigations into potential lighting and modeling issues
- Interfaced with all production departments during shot and episode reviews in order to problem solve issues as they arose
- Created specialized shading networks for use by the FX team throughout production
- Routinely responsible for surfacing episode-wide locations which were used over multiple seasons, including one-off locations for special episodes
- Created documentation for the use of Maya's fur system "XGen", which was referenced by artists across multiple shows

Paw Patrol - Seasons 4 & 5 | Paw Patrol: Mighty Pups Special

- Managed the backend of the assets pipeline and was responsible for approving all assets prior to post processing and delivery to clients
- Assisted in the supervision of a team of 7 artists, providing technical and artistic feedback as necessary, as well as helping new artists get up to speed on the studio's best practices
- Created a time-saving system for adjusting shader parameters across multiple shots and assets without having to open individual files, and created documentation for the system for use by the CG Supervisors
- Reviewed shots and episodes on a daily basis with leads from all departments, and provided possible explanations for issues on surfacing, modeling, lighting, animation, and compositing

Surfacing Artist | February 2016 – July 2017

True and the Rainbow Kingdom - Seasons 1 & 2

- Created dozens of textures and shader networks for props, environments, and characters, which were used by multiple artists over multiple seasons
- Greatly contributed to establishing the look of the show's surfacing by working closely

Experience Continued

with the Surfacing Lead and Art Director

- Assisted the Surfacing Lead in reviewing and adjusting the work of fellow artists to ensure that technical and artistic standards were met and in a timely fashion
- Filled in during shot and episode reviews when the Surfacing Lead was unavailable, and provided technical and artistic suggestions as issues arose

Gameloft Entertainment Toronto

3D Environment Artist | February 2012 – November 2015

- Created high and low poly models for the mobile title **Disney's 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

Nakamas - 2D web-based title

- Tasked with bringing art team smoothly out of pre-production and into full production
- Established and maintained a living style guide document
- 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 workflows

Lead Artist | June 2011- October 2011

Tail Towns MMO & Tail Towns Friends Facebook

- Responsible for managing the 3D art team, including pipeline development, educating and motivating artists, and moderating the look and feel of the 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

Tail Towns MMO/Tail Towns Friends Facebook

- Responsibilities included approving 3D assets and concept art, working with a 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
- Continuously created 3D props, environments, and characters while following through on lead duties

Seneca College

Professor of Motion Capture | January 2009 – April 2009

- Instructed students in working with and cleaning up motion capture data using Vicon Blade software and assisted them with technical issues

Software Proficiency

- 3D Studio Max
- Maya
- Substance
- Photoshop
- Quixel Suite
- Zbrush
- xNormal
- Unreal Engine 4
- Unity
- Redshift
- Vray
- MS Office Suite
- Open Office Suite

Education

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