

Curriculum Vitae

David Arthur

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I am currently the head of the 3D Department for the London Branch of AnimatedStoryboards. My responsibilities include managing the 3D team, ensuring that the output of the studio is to a high standard and on time. Whilst in the London branch I have built a simple inhouse renderfarm which I currently oversee. I am the Companies lead motion capture specialist, and am well versed in the processes from capture and cleaning through to the final product.

Part of the Job requires an ability to learn new skills fast, often learning new programs and plugins on the job, to this effect I have picked up much experience in Realflow, Rayfire and Particular.

I have worked previously as a freelancer for douglas fisher photography studio. during that project I modeled from CAD data and created high res textures, working in a small team I learned alot about post production workflow and pipelines.

I have a keen understanding of product branding, and extensive experience working directly and interactively with clients. The main challenges I faced in creating animatics for advertising were creating content in a drastically reduced timeframe whilst still retaining audience readability and a high standard of visual appearance. This has taught me to make fast effective decisions under pressure.

I have been studying 3D for 7 years. I am confident, friendly and reliable, I am extremely hard working and have a keen eye for detail. I am also very passionate about my work. My 3D skills are primarily in Character Animation and Motion Capture, however I also have a developed set of general skills in many other aspects of Digital animation including Modelling, Texturing, Rigging, Particle effects, Liquid and Cloth Simulation, Compositing and Motion Graphics.

I have experience in the following programs:

3Dsmax / Maya / Photoshop / Premier / After Effects / Real Flow / Rayfire / Painter / Sony Vegas / Combustion / Flash /

Experience:

Animated Storyboards: Lead Artist|09/2009 - Present

- Head of 3D department - London Office.
- Motion Capture Specialist
- Renderfarm manager

Douglas Fisher: Freelance|06/2009-07/2009

- Texturing
- Modeling with CAD Data

Pipedreams 3D: Senior Artist|12/2007-03/2009

- Leading Projects
- Delegating work to artists

University of hertfordshire: Animation Lecturer|09/2006-11/2007

- Teaching Principles of Character Animation
- Helping students with projects

Media 4 Creative: Animation teacher|09/2006-07/2007

- Teaching Basic Animation
- Leading pupils through small projects

Rocket Renders: Freelance|06/2006-07/2006

- Modeling, Texturing, rigging animating Character for Commercial

In Addition to several years industry experience I also have a Masters at Distinction level, a Bachelors 1st class honours in Digital Animation, Art Foundation Distinction and A - Levels in Art, Media studies and Computing.