

David Saiz

3D Artist

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Work experience

Alliance Studio / Blizzard

Project: Giant Overwatch Promotional Statues

3D Artist Feb 2016- Mar 2016

- Part of the CG team that redesigned 3 Overwatch characters to look like action figures.
- Redesigned, modeled and prepared assets for 3d printing at massive scale.

Halon Entertainment

Project: Mass Effect New Earth 4d ride.

Lead Asset Artist Oct 2015 - Dec 2015

- Model, texture and rigging of several assets.
That includes character, prop and environment modeling. All assets needed to follow Physical Based Rendering parameters and maps. All assets needed to have the highest fidelity because the final output used in the ride is 4K at 60 FPS.

Alliance Studio / Rhythm & Hues

Project: Prana dome theater attractions

Previsualization Artist May 2015- September 2015

- Designed and implemented production pipeline to facilitate realtime previewing of previsualization for dome theater style attraction rides within Maya using Oculus DK2.
- Worked directly with Director to establish the scene and define layout.
- Develop initial character animation for different creatures.
- Worked closely with Director on final camera animation.
- Environment, creature and object modeling, texturing and animation.

Sony Online Entertainment

Project: Planetside 2

3D Generalist Apr 2014 - Oct 2014

- Worked on Planetside 2 dealing with large number of assets and ensuring they not only looked great but that they worked with the technical specifications for their proprietary engine.
- Organized and adapted a huge amount of assets for the PlayerStudio portion of the game. As a result I had to create a system to keep all those assets organized and be able to keep track of them.
- I was in charge of rigging and skinning new vehicles.

Big Block

Projects: Subaru Commercial, Hyundai Walking Dead Chop Shop

3D Artist May 2013- Nov. 2013

- Modeled and textured assets for the Walking Dead Chop Shop game. Items like a 50 cal machine gun, spinning saw blades, door spikes, solar panels, etc.
- Modeled and textured high poly realistic environments and lighting and rendering of different cars for commercials and TV spots.

Heavy Iron Studios

Projects: Disney Infinity

3D Artist Feb2013- Apr. 2013

- modeling, texturing, animating, working with FX and optimizing existing assets to fit some tight limitations.

EA

Projects: The Sims 3 Pets and Sims 3 Store Team, The Sims Medieval and Pirates and Nobles Adventure Pack

Environment Modeler Jan 2010-May 2012

- I modeled and textured objects, props, buildings and terrain.
- Collaborated with various departments to create functional rigs for animation, as well as working on assets that could then be passed to a number of different teams.
- Collaborated with different disciplines to create and implement complicated objects that require special rigs, new animations and which the player could edit.
- During the expansion Pirates and Nobles I was left as the sole Environment Artist in this project and inherited all artistic and technical responsibilities regarding environment art.

Cereal Studio

Multimedia Designer Nov 2004 - Nov 2006

- Web design
- Motion graphics in presentations for clients (After Effects and Flash)
- Photo and render retouching
- Graphic design (logotypes, business cards, etc)

Education

Vancouver Film School 2007- 2008 Diploma in 3D Animation and Visual Effects

Universidad Iberoamericana 2000-2004 Bachelor's Degree in Graphic Design

Skills

High poly sub-d modeling for hard surface assets
Modeling in-game characters and assets
Efficient UV mapping
Digital sculpting of anatomy and cloth
Baking clean normal maps
Creating textures for Physically Based Rendering pipelines and hand-painted art directions
Rigging, skinning and weighting
Lighting and rendering
Time line and node base compositing.

Software

Maya, XSI, 3D Studio Max, Unreal Engine 4, Unity, Zbrush, UV Layout, Crazybump, Photoshop, Mari, Mental Ray, VRay, Perforce, Shotgun, After Effects, Nuke, X-Normal, Illustrator, Flash, Dreamweaver.