

# David Saiz

## Senior Artist

pixelsinthemaking.com

david@pixelsinthemaking.com

## Work experience

### Paloma Studios

**Project: Unannounced**

**Senior Artist** 2017 - current

### Wevr

**Project: TheBlu**

**Senior Artist** Jan 2018 - Jun 2018

- Modeled and textured a wide variety of assets. From hard surface hero assets to organic creatures.
- Contributed to layout and staging of different gameplay areas.

### Universal Arts School

**Instructor for Videogame Art Masters** 2017 - current

- I teach Maya, Zbrush, Substance and Unreal from fundamentals to delivering production ready assets focusing on PBR production pipeline for games.
- Manage the 3D Department at Universal Arts School (Top 14 3D Animation worldwide and 1st in Spain)

### Alliance Studio / Blizzard / Rhythm & Hues

**Project: Giant Overwatch Promotional Statues, Rhythm & Hues / Prana dome theater attractions**

**3D Artist, Previsualization Artist** May 2015- 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.
- Designed and implemented production pipeline to facilitate realtime previewing of previsualization for dome theater style attraction rides withing Maya using Oculus DK2.
- Worked directly with Director to establish the scene, define layout and work on final camera animation.
- Environment, creature and object modeling, texturing and animation.

### Halon Entertainment

**Project: Mass Effect New Earth 4d ride in Great America.**

**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.

### Sony Online Entertainment

**Project: Planetside 2**

**3D Generalist** Apr 2014 - Oct 2014

- 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.

## **Electronic Arts**

**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 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.

## **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, Substance Painter, Substance Designer, Mental Ray, V-Ray, Perforce, Shotgun, After Effects, Nuke, X-Normal, Illustrator, Flash, Dreamweaver.