

DAVID E MAJOR

TECHNICAL ARTIST

EXPERIENCE

Rainmaker Entertainment

Vancouver, BC
2016 (May) - 2016 (Oct)

Art Institute of Vancouver

Vancouver, BC
2015 (Jul) - Ongoing

D Major Studio

2016 (~2 months)

Method Studios

Vancouver, BC
2015 (Jul) - 2016 (Feb)

Sony Pictures Imageworks

Vancouver, BC
2015 (Mar) - 2015 (Jul)

Moving Picture Company

Vancouver, BC
2014 (Sep) - 2015 (Mar)

Mikros Image

Montreal, QC
2013 (Sep) - 2014 (Sep)

BRON Animation

Burnaby, BC
2013 (Feb) - 2013 (Aug)

D Major Studio

2012 (~2 months)

EDUCATION

Art Institute of Vancouver

2012

St. Johns Ambulance

2010

FX / Compositing Artist

Surfs Up 2

Instructor

Script Programming (Python)

Technical Artist (Rigging)

Folks VFX - League of Gods

Lead Technical Animator

Nine Lives

Sr. Production Services Technician

Hotel Transylvania 2

Technical Animator

Night at the Museum 3
Monster Trucks
Goosebumps

Cloth & Hair / Fur FX Artist

MUNE - The Guardian of the Moon
Le Petit Prince (The Little Prince)

Lighter / Composer

Mighty Mighty Monsters:
- Halloween Havoc
- New Fears Eve

Technical Artist (Grooming)

Student graduation collaborations
- Various (6)

3D Modeling for Animation and Video Games

(Diploma)

First Aid and CPR (HCP)

(Re-certification)

PROFESSIONAL INTERESTS

- Discovery of new and unique challenges
- Peer education and mentoring
- Design and implementation of efficient workflows
- Development of effective artist-centric tools
- Research into alternative methods and technologies

TRAITS

- Has an ambitious thirst for continued learning
- Capable of maintaining professionalism under pressure
- High standard of quality
- Personable and trustworthy
- Adaptable and open-minded
- Conscientious and considerate

SOFTWARE PROFICIENCY

Core Applications

- Maya
- Nuke
- Houdini
- Katana
- Zbrush
- 3D Coat
- Mudbox
- Photoshop
- After Effects
- Premiere CS6

Secondary Applications

- Yeti
- FxHair
- Furtility (Proprietary)
- Sublime
- Mental Ray
- Topogun
- xNormal
- Shave and a Haircut
- Unreal Editor 3
- Eclipse
- Qube
- Rush

Tracking Software

- Shotgun
- Bistro
- Shotrunner

AREAS OF EXPERTISE

- Mentoring / Education
- Tools Development
- Pipeline Development
- Technical Documentation
- FX (Maya / Houdini)
- Hair / Cloth Simulation
- Hair / Fur Grooming
- Rigging
- 3D Modeling / Sculpting
- Lighting & Compositing
- Shader & Look Development
- Animation Finaling
- Texturing

LANGUAGE FAMILIARITY

- English *Native*
- Python *Fluent*
- PyMEL *Fluent*
- UNIX (Shell) *Basic*
- MEL *Basic*
- C++ *Beginner*