

David Krein

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EXPERIENCE

- Freelance Character Animator**, Wayforward Technologies, “-Unannounced Title-“ 2/11-5/11
- ♦ Animated characters off-site at the direction of the animation lead.
 - ♦ Created unique character-based motions and reactions from reference footage, and from scratch.
 - ♦ Worked on various non-humanoid and humanoid characters of all body shapes.
- Character Animator**, Cheyenne Mountain Entertainment/Firesky, “Stargate: Resistance” 6/08-2/10
- ♦ Responsible for nearly all character animations involved in the release of Stargate: Resistance.
 - ♦ Coordinated with programmers, designers, and technical animator to implement animations.
 - ♦ Designed uniquely styled animations catered to six different classes and body shapes.
- Animation Intern**, Cheyenne Mountain Entertainment, “Stargate Worlds”
- ♦ Transferred and adjusted animations between various characters using Character Studio.
 - ♦ Animated various emotes, attacks, and sci-fi weapons.
 - ♦ Skinned complex accessories and outfits onto characters.
 - ♦ Consulted on animation requirements for other projects in development.
- Animator/Character Designer**, Angry Weasel Entertainment, LLC. 10/06 – 4/08
- ♦ Created character concept sketches from written and verbal direction of designers.
 - ♦ Modeled, rigged, and animated low poly game characters using Autodesk 3DS Max Character Studio.
 - ♦ Worked closely with other artists, designers and programmers through weekly update meetings.
 - ♦ Responsible for animating all characters and creating unique movements and loops for each one.
- Quality Assurance Tester**, D3Publisher of America, Inc., 4/07 – 6/07
- ♦ Tested pre-release videogame software identifying a variety of defects including crash bugs, graphic bugs and game play bugs.
 - ♦ Trained in bug database entry and First Party Standards for several consoles, as well as internship training in Lead Tester responsibilities such as evaluations and test plans.

SKILL SUMMARY

Autodesk 3ds max

- ♦ Experience animating with Character Studio, modeling specifically for smooth character animation movement, rigging with additional bone controls and texturing game characters under polygonal and time constraints.

Autodesk Maya

- ♦ Experience rigging and animating basic custom bone rigs as well as modeling characters and environments with polygonal and subdivision surfaces.

Motion Capture

- ♦ Experience in assisting the coordination of a small motion capture session and directing the inexperienced actor to guarantee appropriate exaggeration and variation in character.

Adobe Photoshop

- ♦ Digital painting of textures from scratch, utilizing reference as well as painting illustrations and character designs.

EDUCATION

Bachelor of Arts Degree in Animation

Collins College, Tempe, AZ

Associate of Applied Arts Degree in 3D Art and Animation

DigiPen Institute of Technology, Redmond, WA