

DAVE STRICK

246 Missouri St.
San Francisco, CA 94107

(617)-259-0273
davestrick@gmail.com

EXPERIENCE

Electronic Arts, Redwood Shores, CA

May 2010 – Present

The Sims Medieval

Modeler/Texture Artist and Effects Artist

- Modeling and texturing environmental set pieces within strict budgetary limits
- Preparing and transferring set pieces to game engine
- Creating particle effects

Blue Sky Studios, Greenwich, CT

September 2005 – May 2010

Current Project in Development

Modeler and Digital Sculptor (October 2009 – May 2010)

- Modeled characters and collaborated with TDs and Animators to ensure character stability
- Created digital sculpture of characters to be used to make final production model and 3D print
- Collaborated with designer and directors to explore character look and expressions

Rio

Modeler, Sequence Lead, and Previs Artist (January 2009 – February 2010)

- Modeled main character
- Led teams of modelers to create sets
- Created low-poly previs vegetation and set pieces

20th Century Fox Fanfare Movie Intro and Variations

Lead Modeler (February 2009 – May 2010)

- Modeled 20th Century Fox logo and led in a team of two to create platform, vegetation, and background geo
- Collaborated with multiple departments to create pipeline for generated city background
- Modified 20th Century logo and set to create logo variations, ie: Searchlight, Star, Home Entertainment, etc...

Development Project

Lead Modeler and Previs Artist (August 2008 – September 2008)

- Worked with director to create large scale vista shot for proof of concept

Ice Age: Dawn of the Dinosaurs

Modeler and Sequence Lead (September 2007 – April 2009)

- Led teams of modelers to create sets
- Modeled secondary character, major environmental landmarks, and vegetation

Horton Hears a Who

Modeler (December 2006 – August 2007)

Modeling TA (May 2006 – December 2006)

- Modeled sets and props
- Assisted modelers with model quality control and the model commit process
- Responsible for file and asset management

Ice Age: The Meltdown

Production Assistant in Effects and Design (September 2005 – March 2006)

- Supported APM in managing department scheduling and director presentations
- Digitally colored storyboards for Ice Age 2 test screenings

Architectural Body Research Foundation, New York, NY

June 2005 – September 2005

Visualization Artist

- Modeled, lit, textured, and rendered architectural models in Maya
- Designed and printed large posters for international publicity and exhibitions

DAVE STRICK

246 Missouri St.
San Francisco, CA 94107

(617)-259-0273
davestrick@gmail.com

Croog Studios, New York, NY

Generalist Intern

- Modeled lead characters and created blendshapes in Maya for children's series
- Drew backgrounds in Flash for 2D cartoon

January 2005 – April 2005

Telemark Films, Noank, CT

CG Artist

- Modeled, textured, animated, lit and rendered sequences for documentary on Mystic, CT

July 2004 – October 2004

Sonalysts Studios, Waterford, CT

Generalist Intern

- Modeled products for commercials and industrial equipment for governmental use
- Produced low-poly models and texture maps for video games

July 2003 – August 2003

EDUCATION

Connecticut College, New London, CT

Bachelor of Arts • Received Honors and Distinction in Major

Major: • Studio Art. Concentration: Painting

Certificate: • Ammerman Center for Arts and Technology Certificate

Graduated 2004

Pont-Aven School of Art, Pont-Aven, France

RISD Animation Program, Providence, RI

Summer 2002

Summer 1999

AWARDS

Best Student Graphics and Effects: Zoom in Awards

Best of Show: Connecticut College senior thesis exhibition

September 2004

June 2004

SKILLS

Software: Maya, Mudbox, Zbrush, Photoshop, Painter, Crazybump, Roadkill, After Effects, Flash, Dreamweaver, Encore, Linux /Windows/MacOS

Traditional Arts: Painting, Drawing, Printmaking, Sculpture, Photography