

DAVID WICKUM

INTRODUCTION

I'm dependable, creative and an entertaining animator. I do extremely well in fast paced environments, as well as being a quick learner of new technologies and styles. I'm committed to excellence and work well as a part of team and independently.

WORK EXPERIENCE

11/2013 – (Present) EA Tiburon

Animator

- Created new systems to allow for layering of animation to better help the pipeline
- Cleaned up hundreds of animations assets to help the visual quality
- Reworked the crowd animations to be more diverse and more fluid
- Helped NBA Live with their visual trailer, animating several shots to sell attitude and sell excitement

01/2013 - 07/2013 Electronic Arts Tiburon

Animator

- Worked on Madden NFL booth sequences where I had to recreate through animation, Jim Nantz and Phil Simms facial likenesses for in game cinematic sequences
- Created believable animal animated sequences that interacted with surrounding trainers and football players
- Shot over 1,300 cameras using exclusive handheld technology, for creating vignettes inside NCAA cinematic sequences
- Cleaned up motion data for player and crowd celebrations as well as iconic and school specific hand celebrations

01/2012 - 08/2012 SideFX Studios

Animator

- Worked in a beta version of Houdini, a program I had not touched once prior and quickly adapted and adjusted to new software
- Created several shots in a clay animation style with several biped characters
- Was asked to take on more shots outside of my original set of shots to help speed production up and continue delivering quality animation
- Had to troubleshoot errors whenever they arise within the beta version of Houdini to quickly resolve and enhance the experience for all animators on the project

11/2010 - 05/2012 Lovely Studios

Animator

- Worked on a wide range of shots, well over 20, much of my working emphasizing believable and appealing facial expressions
- Heavily relied upon to go in and clean up or redo other animators shots to breath new life into them
- Collaborated with the director to help push the entertainment on more than just my own shots

02/2011- 04/2011 Market Street Productions

Animator/3d Artist

- Developed an animation bumper from storyboards, concept drawings to a finished product
- Worked closely with the lead artist and director to enhance their drawings into a full-fledged ten second bumper for their company
- Worked with particles, lighting rendering, stereoscopic cameras, modeling, rigging, texturing and animation to complete the project in a short amount of time

04/2010 - 10/2010 A Children's Book by Charles Truss
"The Adventures of JT and Myka - The Lost World"

Artist

- Created Appealing characters through varied and expressive poses
- Sketched strong character driven expressions to convey a wide range of emotions throughout the story

01/2010 - 05/2010 Toonlets.com

Animator

- Designed characters for cellphone spots
- Modeled, rigged, textured and skinned characters
- Animated cycles of characters for blocking

EDUCATION

09/2003 - 05/02008 Academy of Art University San Francisco, Ca *Bachelor
of Fine Arts*

- Selected into Pixar class 1, taught by Bobby Podesta and Matt Majers
- Selected into Pixar class 2, taught by Mike Wu and Adam Burke
- Selected into Pixar class 3, taught by Travis Hathaway and Mark Walsh

SKILLS

- 3D Studio Max, Maya, Motion Builder, ANT, Director, Paragon, Perforce, After FX, Bryce, Photoshop, Premiere, Avid, Final Cut Pro, Houdini, Shotgun, Microsoft Office, Windows, Mac, Linux