

David Wickum
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OBJECTIVE

- Create believable, entertaining characters through animation

EXPERIENCE

SideFX Studios

1/2012 to Current

3d Animator

- Character animator for several shots using the Houdini animation package while working as a beta tester
- Worked with the Director and lead artist to create entertaining shots

Lovely Studios

11/2010 to Current

Freelance Animator

- Character animator for 20 shots in the short film Honor. Much of my work emphasized facial expressions
- Collaborated with the director, Kevin Bertazzon to help push the entertainment on shots given

Market Street Productions

2/2011 to 4/2011

3d Animator/Artist

- Developed an animation bumper from storyboards to final product
- Worked closely with the founding partners and lead artist to recreate their vision in 3d

Children's Book by Chuck Truss

4/2010 to 10/2010

"The Adventures of JT and Myka - The Lost World"

Artist

- Created appealing characters and poses through a story driven book
- Strong character driven expressions to convey emotions in hand drawn characters

Toonlets.com

1/2010 to 5/2010

Animator

- Designed character driven movements for 3d models
- Animation cycles of characters for blocking

Derek Diaz Films

1/2004 to 12/2004

Camera Man

- Filmed pivotal scenes in documentaries
- Gave valuable advice to help increase the quality of the project

Freelance Web Artist

1/2002 to 3/2004

- Created backgrounds and wallpapers, for others and my own online web comics

EDUCATION

San Francisco Academy of Art University

9/2003 to 5/2008

- Selected into the Pixar Class 1, taught by Bobby Podesta and Matt Majers
- Selected into the Pixar Class 2, taught by Mike Wu and Adam Burke
- Selected into the Pixar Class 3, taught by Travis Hathaway and Mark Walsh
- Bachelor of Fine Arts in Animation and Visual Effects

San Francisco Art Institute International

9/1999 to 12/2002

- AA in Computer Animation
- Practiced the fundamentals of animation

SKILLS

- Knowledgeable with: Maya, 3D Studio Max, After FX, Bryce 3D, Photoshop, Premiere, Final Cut Pro, Houdini, Shotgun
- Good pencil sketching and storyboarding skills