



**David Beach**  
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**<http://www.dbeach3d.com>**

### PROFESSIONAL SKILLS

- 3D Modeling
- 3D Technical Direction
- 3D Lighting/Rendering
- Character Animation
- Project Management
- PC Setup/Repair

### SOFTWARE EXPERTISE

- Autodesk Maya
- Adobe Photoshop
- Adobe After Effects
- Adobe Dreamweaver
- Newtek Lightwave
- Microsoft Office

### WORK EXPERIENCE

#### **3D Animator**

*Static Control Components, Inc.*

Develop 3D assets to be used in technical demonstration, training, and promotional materials. Construct detailed 3D models, generate textures and shaders, and script MEL-based commands to optimize and automate production.

November 2010 – Current  
Sanford, NC

#### **EasyTech Sales and Support Associate**

*Staples, Inc.*

Assessed customers' individual and business computing needs and recommended products and services accordingly. Performed PC maintenance, installation, upgrades, and repairs for clients. Received Associate of the Month award for exemplary customer service.

June 2010 – November 2010  
Chapel Hill, NC

#### **Freelance Character Technical Director**

*Maia Magnus Entertainment*

Collaborated with an independent development team to determine capabilities needed in digital character rigs in order to generate compelling character animation. Constructed versatile and efficient rigs for an animated web series.

February 2010 – May 2010  
Knightdale, NC

#### **Student I.T. Consultant**

*Enterprise I.T. Services*

Instructed students and faculty in the use of computer software and hardware. Tested and debugged computer images before their deployment across campus facilities. Conducted workshops on the basics of design software programs such as Adobe Photoshop.

May 2003 – May 2007  
Athens, GA

### EDUCATION

#### **Master of Arts in Animation, 2009**

*Savannah College of Art and Design*

Graduating GPA: 3.88  
Graduate Fellowship, 2007 – 2009

#### **Bachelor of Arts in Drama, 2006**

*University of Georgia*

Graduating GPA: 3.42  
HOPE Scholarship, 2002 – 2006  
School of Music Scholarship, 2002 – 2005

### FILMOGRAPHY

#### **Tobi and Friends: Island Adventures**

*Lead Rigger*

Incorporated assets generated by multiple artists to create functional and adaptable controls for digital characters to be used in a web series developed by Maia Magnus Entertainment.

February 2010 – April 2010

#### **Jaguar McGuire**

*Technical Director, Modeler*

Collaborated with the art director to ensure digital elements matched the art direction of the film. Constructed background and character models. Reconstructed infrastructure of digital assets to streamline and unify production pipeline.

January 2009 – December 2010

#### **The Russian Navy: A Vision of Empire**

*Modeler, Texture Artist*

Built mechanical models for a History Channel documentary as part of an animation team within the UGA Department of Theater and Film Studies.

September 2005 – December 2005