



David Beach
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PROFESSIONAL SKILLS

- 3D Modeling
- 3D Technical Direction
- 3D Lighting/Rendering
- Character Animation
- Motion Graphics
- Project Management

SOFTWARE EXPERTISE

- Autodesk Maya
- Adobe Photoshop
- Mental Ray
- Adobe After Effects
- Adobe Dreamweaver
- Microsoft Office

WORK EXPERIENCE

3D Animator

Static Control Components, Inc.

Developed 3D assets for use in technical demonstration, training, and promotional materials. Constructed detailed 3D models, generated textures and shaders, and scripted MEL-based commands to optimize and automate production.

2010 – 2013
 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.

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.

2010
 Knightdale, NC

PC/Home Office Sales Associate

Best Buy Corporation

Assessed client's individual needs and recommended products and services based on customer feedback. Worked with management to plan out innovative ways to improve the store.

2008 - 2009
 Snellville, GA

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.

2003 - 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.

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.

2009

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.

2005