

David McCormick

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Education

2007 - 2009	Bachelor of Design (Multimedia Design) Swinburne University of Technology Distinction average
2004-2005	Certificate III Multimedia
2001- 2006	Carey Baptist Grammar School Kew

Employment

April 2010 – August 2010

Technical Assistant – Animal Logic (Legend of the Guardians).

Optimizing FX scenes for Prman rendering (sprites Mist and Dust) using advanced RIB controls (shading rate/Motion Factors/Opacity thresholds).

Realfow liquid FX simulations for Shots (oils from containers).

Atmospheric shot work for cloud fly throughs (6 shots completed over 8 days).

FX shot layout work for extensive smoke simulations.

Debugging asset delivery pipeline techniques+ working with RND to solve problems + improve techniques.

Basic compositing with Nuke for Dailies.

February 2010 – March 2010

Work Experience – Wicked Witch Software.

Helped ship Wii AFL 2010 game, tasks included environment and other asset modelling.

Skill Summary

Computer Skills:

- o Adobe Creative Suite(all)
- o Final Cut Pro
- o Maya
- o Mudbox
- o Nuke
- o Realfow
- o 3d Studio Max
- o Actionsript 2.0/3.0, XHTML, Mel (Basic), Python (Basic)
- o Animal Logic Propriety Software/Plugins
- o Strong pc troubleshooting skills, comfortable with pc, linux, mac
- o Willingness to adapt and learn new packages and media technologies as needed

Creative Design Expertise:

- o Experience in creating cutting edge and exciting new productions that achieve all objectives of client.
- o Broad 3d skillset with a focus on VFX
- o Strong 3d knowledge and expertise in dynamics within Maya and Realfow.

Referees

Johnny Han – VFX Supervisor (Legend of the Guardians) - Animal Logic
Johnny.han@al.com.au

Miles Green – FX Lead (Legend of the Guardians) - Animal Logic
Miles.green@al.com.au