

To Whom It May Concern,

I remember vividly the time in my youth when I had somehow gotten the number of a big time Hollywood agent who represented a big time Hollywood director who in turn owned the rights of a cult movie that I thought would make a great game. I called to pitch the idea not really knowing what the outcome might be. He answered on the first ring. With my heart pounding, I told him my idea in which he asked me what was "the take" for his client. I choked and told him I hadn't thought it through that far. He then said those immortal words that have stayed with me all these years. In that old raspy, been-around-the-blocks voice of his he said, "listen kid, work the numbers and get back to me."

And with that, I present my numbers:

- 14 year veteran video game/TV.
- 10 shipped video game titles.
- 4 TV commercials (I was in 2 of them as an actor)
- 3 DVD games
- 2 Corporate Training DVDs
- 4 shipped CMG (collectable miniatures games) titles.
- About a dozen or so prototype games. (I lost count after a while)
- Skills with 12 CG programs, some of which are still here.
- 3 computer platforms (OSX, Windows, Unix/Linux)
- 7 years as a 3D instructor in 4 high schools, 2 secondary schools, half dozen lectures and workshops

Please visit [www.3david.com](http://www.3david.com) for work samples or a DVD reel with shot breakdown can be mailed at your request.

Best Regards,

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