

# David Choi – Instructor: 3D Digital Media

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## Summary

Highly creative veteran 3D artist with over 13 years experience who has shipped around 10 game titles and countless prototypes that never saw the light of day. I have developed curriculum for trade institutes, community colleges and district high schools, also, I've presented at the University of Washington, the Art Institute of Seattle and Lake Washington Technical College. For these reasons, I am able to apply my teaching experience to come up with solutions for your program.

## Skills/Qualifications

Expertise in Maya, Photoshop and next-gen game production process. Proficient in Unity 3D, Unreal Editor and other game engines. Also, 3d Studio Max and XSI. Familiar with ZBrush and Mudbox. Proficient in video editing production software like Adobe After Effects, Premiere Pro and Apple Final Cut. Expertise in Windows and Mac operating systems and Microsoft Office. Also, asset management software like Perforce and Alienbrain.

## Instructor Experience

### International Academy of Design and Technology

07/2010 – 04/2012

645 Andover Park West, Seattle, WA 98188

#### Game Production 1

- Using provided building meshes in UDK, students build a game level to use as a template map. Then they build matching assets to swap out mesh and textures.

#### Game Production 2

- Based on image references, students create a custom interior game map in UDK. They are taken through the planning, rough layout, production and polish stages of development.

#### Game Production 3

- Students create a custom exterior map based from the flavor of a specific city.

#### Advanced Modeling

- Explore 3 modeling techniques: Nurbs Patch, Spline, and Proxy.

#### Texture and Lighting

- Explored texturing, lighting, and rendering techniques.

#### Game Animation

- Using Maya, students progressed animating a simple character to an advanced biped rig. The goal was to convey emotion and weight.

### Cornish College of the Arts

09/2004 – 12/2004

1000 Lenora Street, Seattle, WA 98121

#### 3D Production

- Developed and taught beginner art students the basics of 3D production workflows.
- Students were encouraged to come up with critical thinking solutions to given problems

### Mesmer Animation Lab

11/2001 – 05/2004

Address not available

#### Real Maya Character Modeling for Games - DVD

- Created a training DVD.
- Worked closely with a motion graphic artist to coordinate transition footages.

#### Customized Maya Training

- Developed and taught a week long course to the art department for Valve Software and Atari Humongous Entertainment.

## **Edmonds School District 15**

20420 68<sup>th</sup> Ave. W, Lynnwood, WA 98036

06/1999 - 12/2001

### **3D Animation Program**

- Built 3D animation program with district Vocational Director.
- Developed custom curriculum and trained teachers covering the 4 high schools within the district and teachers from other districts.
- Taught 2 years at Meadowdale High School, 1 year at Mountlake High School and 1 year at Lynnwood High School.

## **Edmonds Community College**

20000 68<sup>th</sup> Ave. W. Lynnwood, WA 98036

09/1999 - 09/2000

### **3D Animation**

- Built their first computer animation class and consulted on curriculum development.
- Taught for two quarters.

## **New Riders Publishing**

201 W 103rd St. Indianapolis, IN 46290

03/1998 - 06/1998

### **Inside Softimage**

- Technical Editor.
- Created 2D images to support written text.

## **Professional Experience**

### **Microsoft Turn 10** (Through FILTER, llc)

Through FILTER, llc  
1505 Fifth Avenue, Suite 600, Seattle, WA 98101

03/2011 - 06/2011

#### **3D Artist 2 - Forza Motorsport 4**

- Created buildings, structures and props for Indy 500 Speedway and Infineon Raceway tracks
- Worked on many polishing tasks throughout both tracks.
- Worked through production and bug fixing phases.

### **Sony Online Entertainment**

2606 116<sup>th</sup> Ave. NE, Suite 100, Bellevue, WA 98004

02/2007 - 05/2010

#### **3D Environment Artist - DC Universe Online**

- Built map levels from white box to completion.
- Created custom building assets to support other map owners.
- Organized and created prop assets.

#### **3D Environment Artist - The Agency**

- Lead vehicle artist.
- Built map levels from white box to completion.
- Created custom building and prop assets to support other map owners.

### **Mad Doc Software**

100 Burt Road Ste 220, Andover, MA, 01810

06/2006 - 01/2007

#### **3D Environment Artist - SWAT**

- Lead weapons artist.
- Created aircraft for opening cinema.
- Created vehicle for opening cinema.

### **Screenlife Presents**

315 5<sup>th</sup> Ave. South Suite 600, Seattle, WA 98104

01/2006 - 04/2006

#### **Senior 3D Designer - Scene It!**

- Designed, created, and animated environments for renderings.
- Worked closely with a motion graphic artist to coordinate transition footages.

<p><b>WizKids Games</b>  2002 156<sup>th</sup> Ave. NE, Bellevue, WA 98007</p> <p>3D Digital Sculptor – <b>MechWarrior</b></p> <ul style="list-style-type: none"> <li>▪ Designed and modeled 50mm tall figures in Rhino for manufacturing.</li> <li>▪ Managed and maintained a Solidscap T66 rapid prototyping machine for sculpt printouts.</li> <li>▪ Created high-resolution renders for marketing.</li> </ul>	09/2004 – 01/2006
<p><b>Atari Humongous</b>  3855 Monte Villa Parkway, Bothell, WA 98021</p> <p>Character Lead – <b>Backyard Skateboarding</b></p> <ul style="list-style-type: none"> <li>▪ Created entire character set.</li> <li>▪ Created entire array of character rigs and skinning.</li> <li>▪ Developed animation workflow and created animation Mel scripts.</li> <li>▪ Developed and taught Maya training for internal art department.</li> </ul> <p>Character Artist – <b>Backyard Hockey</b></p> <ul style="list-style-type: none"> <li>▪ Modeled base character set.</li> </ul>	09/2002 – 08/2004
<p><b>Microsoft – IronWorks Studio (on contract via Art Source)</b>  One Microsoft Way, Redmond, WA, 98052</p> <p>Senior 3D Artist – <b>Crimson Skies: High Road to Revenge</b></p> <ul style="list-style-type: none"> <li>▪ Aircraft artist.</li> </ul>	06/2002 – 09/2002
<p><b>Vivendi Universal</b>  42 avenue de Friedland, 75380 Paris Cedex 08, France</p> <p>Character Animator – <b>Casino Empire</b></p> <ul style="list-style-type: none"> <li>▪ Animated main characters and batch exported.</li> <li>▪ Created main characters.</li> <li>▪ Created casino interiors to match themed concepts.</li> </ul>	03/2001 – 09/2001
<p><b>Microsoft – Fasa Studio (on contract via Creative Services)</b>  One Microsoft Way, Redmond, WA, 98052</p> <p>3D Animator – <b>MechCommander 2</b></p> <ul style="list-style-type: none"> <li>▪ Animated a complete set of motions.</li> </ul> <p>3D Environment Artist – <b>MechCommander2</b></p> <ul style="list-style-type: none"> <li>▪ Designed and created building and infrastructure assets.</li> </ul>	07/1999 – 06/2000
<p><b>Microsoft – Flight Sim (on contract via Creative Services)</b>  One Microsoft Way, Redmond, WA, 98052</p> <p>Lead Modeler – <b>Microsoft Flight Simulator 2000</b></p> <ul style="list-style-type: none"> <li>▪ Created an array of player flyable aircrafts.</li> </ul> <p>3D Artist – <b>Microsoft Combat Flight Simulator</b></p> <ul style="list-style-type: none"> <li>▪ Animated and created tutorial flight maneuver movies</li> <li>▪ Created buildings and vehicles fitting of WWII era.</li> </ul>	11/1997 – 05/1999

## Education

<p><b>Mesmer Animation Lab</b>  Address no longer available</p> <ul style="list-style-type: none"> <li>▪ Certificate of Completion</li> </ul>	11/1996 – 01/1997
<p><b>Art Institute of Seattle</b>  2323 Elliott Avenue, Seattle, WA, 98121</p> <ul style="list-style-type: none"> <li>▪ Associate of Applied Arts</li> <li>• Selected for Student Studio</li> </ul>	01/1988 – 03/1990