

# David Choi – Senior 3D Artist

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## Professional Summary

Highly creative veteran 3D artist with over 14 years experience who has shipped more than 10 game titles and countless prototypes that never saw the light of day. Depending on the priority of any given day, my duties have involved taking lead roles like creating all the vehicles or taking ownership of entire level maps or supporting other artists by creating prop assets for their levels or organizing and developing pipeline workflows. I have worked for large corporations and small to medium companies and have experienced the full spectrum of projects that went well and ones that failed miserably. And behind each one, I have worked with some of the most superbly talented artists in this trade. For these reasons, I am able to apply my experience to come up with solutions for your project.

## Skills/Qualifications

Expertise in Maya, Photoshop and next-gen game production process. Proficient in Unreal Editor and other custom 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.

## Experience

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

03/14/2011 – 06/22/2011

Through FILTER, llc

1505 Fifth Avenue, Suite 600, Seattle, WA 98101

#### 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

02/28/2007 – 05/21/2010

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

#### 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

06/19/2006 – 01/17/2007

100 Burt Road Ste 220, Andover, MA, 01810

#### 3D Environment Artist – SWAT

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

### Screenlife Presents

01/08/2006 – 04/14/2006

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

#### Senior 3D Designer – Scene It!

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

**WizKids Games**

2002 156<sup>th</sup> Ave. NE, Bellevue, WA 98007

09/27/2004 - 01/06/2006

**3D Digital Sculptor - MechWarrior**

- Designed and modeled 50mm tall figures in Rhino for manufacturing.
- Managed and maintained a SolidWorks T66 rapid prototyping machine for sculpt printouts.
- Created high-resolution renders for marketing.

**Atari Humongous**

3855 Monte Villa Parkway, Bothell, WA 98021

09/30/2002 - 08/02/2004

**Character Lead - Backyard Skateboarding**

- Created entire character set.
- Created entire array of character rigs and skinning.
- Developed animation workflow and created animation Mel scripts.
- Developed and taught Maya training for internal art department.

**Character Artist - Backyard Hockey**

- Modeled base character set.

**Microsoft - IronWorks Studio (on contract via Art Source)**

One Microsoft Way, Redmond, WA, 98052

06/03/2002 - 09/27/2002

**Senior 3D Artist - Crimson Skies: High Road to Revenge**

- Aircraft artist.

**Vivendi Universal**

42 avenue de Friedland, 75380 Paris Cedex 08, France

03/02/2001 - 09/07/2001

**Character Animator - Casino Empire**

- Animated main characters and batch exported.
- Created main characters.
- Created casino interiors to match themed concepts.

**Boss Games Studio**

Address no longer available

06/12/2000 - 02/26/2001

**Character Artist - Racer X**

- Created racing vehicle.
- Created driver character and finish line characters.

**Microsoft - Fasa Studio (on contract via Creative Services)**

One Microsoft Way, Redmond, WA, 98052

07/05/1999 - 06/02/2000

**3D Animator - MechCommander 2**

- Animated a complete set of motions.

**3D Environment Artist - MechCommander2**

- Designed and created building and infrastructure assets.

**Microsoft - Flight Sim (on contract via Creative Services)**

One Microsoft Way, Redmond, WA, 98052

11/17/1997 - 05/30/1999

**Lead Modeler - Microsoft Flight Simulator 2000**

- Created an array of player flyable aircrafts.

**3D Artist - Microsoft Combat Flight Simulator**

- Animated and created tutorial flight maneuver movies
- Created buildings and vehicles fitting of WWII era.

## Education

### Mesmer Animation Lab

11/01/1996 - 01/30/1997

Address no longer available

- Certificate of Completion

### Art Institute of Seattle

01/04/1988 - 03/06/1990

2323 Elliott Avenue, Seattle, WA, 98121

- Associate of Applied Arts
- Selected for Student Studio