

# David M Jones

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## OBJECTIVE

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To continue to develop my artistic skills at a creative and professional game development company.

## EXPERIENCE

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December 2005 – Present **Virtual Heroes Inc.** Cary, NC

*3D Artist*

Worked as a full-time member of the staff on creating games used for simulation, training, and education. Responsible for character modeling, texturing, and rigging. Additional duties include key frame animation and editing motion capture data.

### PROJECTS

**Army Game Project (Department of Defense – Office of Economic Manpower and Analysis)**

**Public Applications (Monterey, CA)**

*America's Army* (version 2.7)

Responsible for contributing content for levels: modeling, texturing, static mesh placement, and sky textures.

**Government Applications (Raleigh, NC)**

*Adaptive Learning and Thinking* (ATL)

Contributed rigging and animation of characters and animals including key frame animation and editing motion capture data.

**Zero Hour: American's Medic (George Washington University)**

Contributed high and low resolution character modeling, texturing, rigging, and motion capture animation content for Unreal Engine 3.

**Virtual Jam Session (CES Intel Keynote)**

Contributed rigging and motion capture animation for Smash Mouth characters content for Unreal Engine 3.

Motion capture provided by Organic Motion.

**Race to Mars (The Discovery Channel, Canada)**

Contributed modeling, texturing, and animation of the astronaut character and SEV vehicle.

**Virtual Astronaut (Game demo shown at 2006 Serious Games Summit, Washington, D.C.)**

Created motion capture animation and vehicle modeling content for Unreal Engine 3.

June 2004 – August 2004 **Magnetic Dreams Animation Studios** Nashville, TN

*3D Artist (Intern)*

Worked as a full-time member of the staff on projects ranging from 3-D modeling to broadcast design.

### PROJECTS

**BioWare Outsource Test (one of two selected out of ten)**

Contributed low-poly (400 polygon) door and frame and high-poly sheath (10,000+ polygons) to an outsource test by BioWare Corp.

June 2002 – September 2002 **Henninger Productions** Arlington, VA

*Graphic Artist (Intern)*

Worked in Henninger's graphics department on graphic design projects and DVD production

### PROJECTS

**Fat Albert – DVD Collector's Set (produced for Time Life)**

## EDUCATION

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2001- 2005 **Savannah College of Art and Design** Savannah, GA

B.F.A. Animation (3.4 GPA, Marian Edna Effing Scholarship)

## SKILLS

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### Programs

- Maya, 3ds Max, MotionBuilder, ZBrush, Mudbox and PhotoShop.
- Unreal Engine 2.5 & 3, Alienbrain, Perforce.