DAVID VALDEZ Computer Graphics Art

Demo Reel: vimeo.com/417284239
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SUMMARY OF QUALIFICATIONS:
• 20+ YEARS COMPUTER GRAPHICS EXPERIENCE - mainly in animated feature films
and VFX. Jobs include: Texturing, LookDev, Shader Writing. Some Matte Painting, Lighting,
Compositing
• SUPERVISOR EXPERIENCE - in surfacing and technical direction
• MAJOR STUDIO EMPLOYMENT - SONY IMAGEWORKS. DREAMWORKS,
PIXAR, TIPPETS
• TRADITIONAL ART - photorealistic oil painting, illustration

SOFTWARE:
• SUBSTANCE PAINTER and DESIGNER - 3-D painting, procedural material generation
• MARI - 3-D painting
• DREAMWORKS SOFTWARE - 3D Painting, Lighting and Compositing
• MAYA - Modeling, Lighting, Shading
• RENDERMAN - shader writing
• PHOTOSHOP
• NUKE - matte painting and basic compositing skills
• PYTHON - scripting for Mari and Nuke

EXPERIENCE:
SONY PICTURES IMAGEWORKS, Culver City, CA and Vancouver, Canada 2015 - Present
• TEXTURE PAINTER on feature films VIVO, Over the Moon, Connected, Spider-Man: Into
the Spider-Verse, Spider-Man: Homecoming, Smurfs: The Lost Village, Alice Through the
Looking Glass.
• LOOKDEV on "VIVO"
• SUBSTANCE DESIGNER designed generator for embroidery on "Over the Moon"
• SUBSTANCE PAINTER designed material templates for all cobblestone streets and roofs
on "Over the Moon"
• MATTE PAINTER on Spider-Man: Homecoming.

DREAMWORKS ANIMATION, Glendale, CA 2003-2014
• LEAD SURFACER on video short "Puss N Boots - The Three Diablos"
• SURFACING on feature films Kung Fu Panda 3, Penguins, Turbo, Puss N Boots, Shrek 4,
Over the Hedge, the Bee Movie, Kung Fu Panda, Monsters vs Aliens
• LIGHTING on feature film Shark Tale

Major work at DREAMWORKS includes:
• Development of skin, hair, feathers and clothes on multiple main characters.
• Generic character system development and implementation
• Major set surfacing

SONY PICTURES IMAGEWORKS, Culver City, CA 2002-2003
• SHADER WRITER, LOOK DEVELOPMENT on Matrix Reloaded, Matrix Revolutions and Polar Express
CENTROPOLIS EFFECTS, Culver City, CA 2002
• SHADER WRITER, LOOK DEVELOPMENT on feature film Matrix Reloaded

PIXAR, Emeryville, CA Technical Director/Artist 1995–2000
• SHADER WRITER Toy Story 2, A Bugs Life
• SHADER WRITER, PAINTER - "For the Birds" Academy Award winner "Best Animated Short Film" 2002
• CG GENERALIST - Toy Story CD-ROM GAMES
• LEAD TD - "It's Tough to be a Bug" film attraction inside Disneyworld's Tree of Life
• LEAD TD - Unreleased Game. developed an interactive game for a new real time renderer

PRE-COMPUTER GRAPHICS WORK:
JET PROPULSION LAB, Pasadena CA
• Electrical-optical-mechanical engineering for lens design, spectrometer design and optical thin film measurement.

EDUCATION:
CALIFORNIA INSTITUTE OF TECHNOLOGY, Pasadena, CA
BS Applied Science (emphasis in Optics and Holography