

David DuVoisin

Lighting Technical Artist

daduvo11@gmail.com

davidduvoisin.com

Education:

Kamehameha Schools Hawaii

Keaau, Hawaii

High School

2011

Cogswell College

Sunnyvale, California

BA in Digital Arts and Animation

2015

Experience:

Doodle Pictures Studio – Lighting Technical Artist

Aug 2015 to Present

- Lighting, rendering, and compositing for various LEGO projects including animations and key visuals.
- Look development, sequence, and shot lighting in Maya using Redshift.
- Working efficiently while keeping a tight balance between speed and quality.
- Tool development and maintenance using MEL, Python, PyQt, and MySQL.
- Filling in wherever needed including R&D, shot prep, texturing, editing, etc.

Cogswell Media Works – Technical Director/Generalist

April 2014 to May 2015

- Worked with clients to create high quality graphics in their timeframe and with their vision.
- Provided general technical direction for the team.
- Developed production pipelines and taught less experienced members about the production pipeline.

Cogswell Project X – Lighting Technical Artist/Tool Developer on *Trouble Brewing*

Jan 2015 to May 2015

- Maintained the primary pipeline tool working with the Pipeline TD to add features and squash bugs.
- Lit, rendered, and composited shots in Maya, V-Ray, and Nuke.
- Submitted and monitored shots using proprietary in-house render farm and debugged problematic shots.

Primary Software:

Windows

Linux

MacOS

Maya

Redshift

RenderMan

V-Ray

Blackmagic Fusion

Nuke

After Effects

Python

MEL

PyQt

MySQL

Premiere Pro

DaVinci Resolve

Photoshop

Mudbox

Substance Painter

ZBrush

References:

Available upon request.