

David Reynolds

TECHNICAL ARTIST

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12712 NE 52nd Cir
Vancouver, WA
98682

David is...

... a versatile technical artist with a passion for tool, system, and feature design
... a problem-solver that seeks to enhance gameplay experiences with care
... a proven leader driven by team collaboration and perpetual learning

Skills

DCC: Maya, Zbrush, Substance Suite, Blender, Unreal Engine,
Unity, Houdini, Nuke, Adobe Suite, 3dCoat, Marmoset.

Languages:
C++, C#, Python

Experience

Technical Artist, AIRSHIP SYNDICATE Nov 2022 - Current, Remote

Responsible for many technical art initiatives, such as optimizing game performance, designing tools, and implementing animation systems. Shipped Wayfinder (2023) and currently contributing to two unannounced titles

3D Character Artist, KID A MNESIA Jan 2021 - Nov 2021, Arbitrarily Good Productions, Remote

Led character creation, from sculpting/modeling to retopology, rigging, and in-engine implementation. Developed character behaviors and reactive animation systems.

3D Artist, SOLAR ASH May 2021 - Nov 2021, Heart Machine, Remote

Created last minute environmental assets, including Houdini-generated body piles, infected targets, and corpse props. Supported art team with miscellaneous modeling tasks to meet shipping deadlines.

3D Character Artist, WE ARE OFK Jan 2020 - July 2020, Teddy Dief Productions, Remote

Expanded the game's cast by adapting the main character base meshes into unique supporting roles. Delivered final models and textures aligned with the project's stylized aesthetic.

3D Character and Tech Artist, Contractor May 2020 - Sep 2022, Vancouver, WA

Clients: Annapurna, Iridium Games, Giant Sparrow, Arbitrarily Good Games.

Senior Compositor

August 2015 - January 2020, Burbank CA

Worked at Ingenuity Studios, Fuse FX, and Barnstorm VFX

Clients: *The Orville*, Taylor Swift, Maroon 5, *American Horror Story*, *Grey's Anatomy*, 9-1-1

Education

CGMA "Character Creation for Games" 2019- October to December, Los Angeles, CA

9 week technical course, covering the creation of appealing production ready characters.

Chapman University 2011 - 2015, Orange CA

BFA in Digital Arts for Visual Effects, Minor in Game Development