

DAVID SEITZ - CV

ANIMATION // TOOL MAKING

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A natural and tenacious problem solver with an eye for design, a love of art, and a fascination with animated movement, I take enormous pride in every project. I am a physics-educated film animator embedded in Montreal's vibrant art world. I've had incredible experiences collaborating with artists, programmers, and researchers, both locally and internationally, in pursuit of new ways of thinking about technology for artistic expression. I am a passionate animator and coder who often supports fellow artists by designing for them.

EDUCATION

2006 - 2008 *Animation & Studio Arts* | Concordia University

1999 - 2003 *B.Sc Physics (First Class Honours)* | McGill University

SKILLS

UX/UI Design | Workflow, Scripting, Research

Animation | 2D Character, Psychedelic, Toon Boom, TVPaint

Programming | C#, Javascript, Python, HTML/CSS

VFX & Compositing | After Effects, Unity

Languages | English (fluent), French (fluent), Spanish (fair)

EXPERIENCE

2021 *Instructor - Unity & Programming* | Collège Rubika Montreal

2020 - 2021 *Animator* | *Chasing Birds* | Unité Centrale | *Una Lorenzen, Director*; *Galilé Marion-Gauvin, Producer*

2020 *Writer, Director & Animator* | *Teeth Agape* | Six Shooter Inc. | Music video for Tanya Tagaq. | *Tanya Tagaq, Vocals and Music*

2019 *Animator* | *Shannon Amen* | NFB | *Maral Mohammadian, Producer* ; *Chris Dainty, Director*

2018 - present *Inventor & Programmer* | *Arpeggio VR* | Designing and coding an original paradigm for hand-drawn 3D animation in VR. Written in C# with the Unity engine.

2016 - 2017 *Animation Mentor* | Shaman | NFB | Facilitated and coached a young Inuit artist to create her first short animation through a series of creative workshops in Montreal and her hometown of Nain, Labrador.

2016 *Character Animator* | Let There Be Light | ED Films & Eyesteel Films | Character animation for scenes within a documentary about the promise of fusion energy. | *Mila Aung-Thwin, Director; Daniel Gies, Animation Director*

2016 *Co-Director & Animator* | Radio Check | NFB | A short, impactful PSA style piece promoting awareness of child victims of immigration detentions. | *Elle-Maija Tailfeathers, Co-Director; Jelena Popovic, Producer*

2016 *Creative Director* | ED Films

2015 - present *Designer & Programmer* | Layer Slayer | Designed, developed, and marketed After Effects script that syncs layer content across the layer hierarchy. Written in Javascript with Adobe Extendscript API.

2014 - present *Designer & Programmer* | Evil Twin Stereo 3D/360 | Designed, developed, and marketed After Effects script that vastly improves upon the standard stereoscopic compositing workflow. Instant visual feedback and the preservation of the intuitive work of non-technical users were prioritized to provide a more universal and approachable way to composite in S3D. The initial concept was hatched while working on set for the stereoscopic stopmotion production for The Little Prince. Written in Javascript with the Adobe Extendscript API.

2013 - 2014 *Stereoscopic Compositor & Workflow Designer* | The Little Prince - Stopmotion Set | ToutenKartoon | Oversaw and bottom-lined stereoscopic aspects of stop motion footage. Designed pre-shoot tests, workflows for rushes, compositing and final deliveries, did 2D compositing and built scripting tools to streamline S3D conversion (useable by non S3D specialists)

2013 *Lighting, Compositing & Stereoscopy Supervisor, Animator* | The End of Pinky | NFB | Stereoscopic compositing and custom After Effects scripts were used to streamline the creation of a unique visual treatment incorporating 2D hand drawn animation into an S3D tableau. | *Claire Blanchet, Director; Michael Fukushima, Producer.*

2012 - 2013 *User Experience Group Leader & Research Associate* | Elastic Spaces | Hexagram - Concordia University | Interactivity / UX design and scripting support for research-based art projects. Facilitated fruitful communication between artists and developers. Synthesized and presented to fellow researchers a comprehensive report on the SANDDE software project, challenges and related work.

2012 *Compositing and VFX Specialist* | Terminus (Dance production) | Director/Choreographer: Charmaine Leblanc; Video Director: Marlene Millar | Worked with danse video footage to create content for site specific projections with live performance.

2011 *Compositing and VFX Specialist* | Lost Action: Trace | NFB | Motion tracking, visual effects & environment design for composite filmed dance performance with animation.

2010 - 2012 *UX Specialist* | SANDDE | Janro Imaging Labs | UX & UI design, marketing and communications. SANDDE was a pioneering animation system that afforded users the ability to create stereoscopic 3D hand-drawn animation all within an immersive environment. It was the precursor to more contemporary VR drawing apps such as Quill, and AnimVR.

2010 *Writer, Director & Animator* | Biodiversity is Life | UN Secretariat to the Convention on Biodiversity | PSA raising awareness about traditional knowledge of indigenous communities and biodiversity. (1 min 30 sec)

WORKSHOPS & PRESENTATIONS

2016 *Invited Speaker* | Elastic Spaces Conference | Hexagram Concordia

2013 *Invited Speaker & Workshop Instructor* | SANDDE | Bath School of Art and Design, Bath, UK | 3-day production-based workshop on SANDDE with accompanying talk on S3D drawing and UX research findings.

2012 *Workshop Instructor* | SANDDE | AIAS 2012: National Arts School, Sydney Australia | 5-day workshop to introduce a group of international participants to Sandde and facilitate the production and presentation of collaborative works.

AWARDS & HONOURS

2018 *Artist in Residence* | Résidence en cinéma d'animation | Cinematheque Quebecois | Animation scriptwriting residency with mentorship by Matthew Rankin

2012 *Artist in Residence* | National Arts School - Sydney, Australia

2010 *Grant Recipient* | Black Hole | Conseil des Arts et des Lettres du Québec | Research and Creation grant in film and media, upcoming artist

2007 *Winner* | Banque National Animation Scholarship | Concordia - Mel Hoppenheim School of Cinema

2007 *Winner* | Achievement in Animation | Air Canada/En Route Student Film Festival