

David Eustice

3D ART & CODE

ABOUT

Creative, motivated, and versatile 3D artist with 15+ years of experience in the 3D Development industry. Strong expertise and experience in workflows such as 3D Artwork, PBR Materials, WebGL Frameworks, and Game Development.

EXPERIENCE

DESIGN VISUALIZATION SPECIALIST

BOLTON & MENK | JULY 2022 -

- PRODUCED 3D & 2D VISUALIZATIONS AND 3D FLY THROUGH ANIMATIONS WITH VRAY AND UNREAL ENGINE
- DEVELOPED INTERACTIVE WebGL AND VIRTUAL REALITY EXPERIENCES WITH UNITY AND BABYLON.JS
- CREATED MOTION GRAPHICS AND ANIMATIONS FOR CORPORATE VIDEOS, PROMOTIONS, AND ADVERTISEMENTS

XR GRAPHICS ENGINEER

THE BERNARD GROUP | MAY 2022 - JULY 2022

- DEVELOP IMMERSIVE VR EXPERIENCES THAT ALLOWS USERS TO CONFIGURE PRODUCTS AND ENVIRONMENTS

SENIOR 3D ARTIST

REVALIZE SOFTWARE (FORMERLY AXONOM INC.) | JAN 2014 - PRESENT

- RETOPOLOGY OF 3D CAD MODELS INTO OPTIMIZED ASSETS FOR AR / VR / MOBILE AND WebGL BASED PRODUCT CONFIGURATORS
- 3D MODELED, UV MAP, AND PBR TEXTURE A DIVERSE RANGE OF PRODUCTS FOR UNITY GAME ENGINE WITHIN A SET DEADLINE
- CODED JAVASCRIPT TO EXECUTE INTERACTIONS IN 2D APPS AND 3D WebGL FRAMEWORKS (BABYLON.JS / THREE.JS)
- UTILIZED AGILE METHODOLOGY, TRACKED ISSUES IN JIRA, ATTENDED DAILY SCRUM MEETINGS, SOURCE CONTROL WITH GITHUB
- MAINTAINED BILLING AVERAGE ABOVE 72% FOR PROFESSIONAL SERVICES TEAM

3D & MOTION GRAPHICS ARTIST

L3 HARRIS (FORMERLY AEROSIM TECHNOLOGIES) | SEPT 2008 - JAN 2014

- HANDCRAFTED HIGH RESOLUTION RENDERINGS AND ANIMATIONS FOR AVIATION COURSEWARE, VIA 3DS MAX
- DESIGNED 3D INTERACTIVE MAINTENANCE TRAINING SIMULATIONS WITHIN THE UNITY GAME ENGINE
- CREATED MOTION GRAPHICS FOR MARKETING AND COURSEWARE

2D & 3D ARTIST

DESIGN CENTER | OCT 2007 - SEPT 2008

- CREATED VRAY RENDERINGS AND ANIMATIONS FOR WEB, ARCHITECTURAL PREVISUALIZATIONS, AND INFORMATIONAL VIDEOS
- COMPOSITED VIDEO WITH 3D, STATIC AND MOTION GRAPHICS TO CREATE VISUALLY STUNNING ADVERTISEMENTS

EDUCATION

THE ART INSTITUTE OF MINNESOTA

OCT 2001 - DEC 2005

BACHELOR OF COMPUTER SCIENCE IN
VISUAL EFFECTS AND MOTION GRAPHICS

PERSONAL INFO

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CORE SKILLS

- LOW-POLY AND HIGH-POLY MODELING
- UNWRAPPING AND UV MAPPING
- TEXTURING AND PBR WORKFLOWS
- HIGH RESOLUTION RENDERING
- WebGL FRAMEWORKS
- 3D PROGRAMMING
- MOTION GRAPHIC DESIGN

TECHNICAL SKILLS

- 3D:** 3DS MAX, SUBSTANCE PAINTER, BLENDER
- 2D:** PHOTOSHOP, ILLUSTRATOR, INDESIGN
- ENGINES:** UNITY 5, UNREAL, THREE.JS, BABYLON.JS
- VIDEO:** AFTER EFFECTS, PREMIERE
- RENDERING:** VRAY, CORONA, REDSHIFT
- CODE:** JAVASCRIPT, C#, PYTHON, CSS, HTML