

David Radford

David@DMRadford.com | (509) 846-6192 | www.DMRadford.com

Animator | Modeler | Rigging TD

Qualifications:

- 10+ years of experience in modeling with a focus on characters
- 7+ years of experience in animation and rigging
- Proficient animator in Maya, 3ds Max, MotionBuilder and Blender
- Cinematic animation and compositing experience

Software Knowledge:

Maya	3ds Max	MotionBuilder	Blender
ZBrush	Photoshop	After Effects	Premiere Pro

Experience:

2D Animation, motion graphics, video production	Contract Benjamin Hehn
Character animation and cloth simulation	Contract Pointcloud Media
In-game character animation cycles	Contract Hazardous Software
Film editing, compositing and motion graphics	Amrelitech
Character modeling, rigging and animation	Contract Silo 6
Senior 3D Artist	Balance Studios
<ul style="list-style-type: none">• Character modeling• Organic and mechanical rigging• Animation• Compositing	
Vehicle texturing	ACME DC
Motion tracking, animation and compositing	Contract AGZ-X

Work History

Freelance Artist. 2000 – Present: Generalist / Animator / Video Editor
Amrelitech. 08/2013 – 05/2014: Media Content Developer
Balance Studios. 10/08 – 09/10: Production Artist, Lead Rigging TD
Acme DC. 07/08 - 10/08: UV and Texture artist
Advent Inc. 02/08 – 05/08: Modeler/Designer.

Education:

Digital Animation and Visual Effects School, Orlando FL – Graduated Sept. 2007