

David Wallace

1425 Allston Way / Berkeley, CA 94702 • (510) 395-2432 • david.wallace@gmail.com • <http://birdhat.org/reel>

Objective Technical Director (Shading, Effects, Rendering, Asset Management, or similar position)

Qualifications

- Skilled at creating strong images through coding and procedural techniques
- More than a year of experience in CG production, plus films made while in school
- Filmmaking, art, design, and photography experience
- Able to quickly learn new technical skills

Skills

- Expert in: Python, Shake, Shading in PRMAN, Shading and lighting in Mental Ray
- Experienced with: Maya, Softimage XSI ICE, Photoshop, Linux

Education UNIVERSITY OF CALIFORNIA, BERKELEY
Bachelor of Arts in Computer Science, May 2008

Experience PIXAR ANIMATION STUDIOS

Effects / Look-Dev Technical Director, WALL-E

(Intern: June–December 2005; Run-of-show: January–August 2006):

- Expanded Pixar's effects pipeline to include procedural volumetric shading:
 - Developed a volumetric renderer as a SLIM template, adding functionality not found in the existing volumetric renderer
 - Worked with others to integrate this work into the existing volumetric renderer
 - Proposed a new feature which was added to SLIM by the Renderman group in Seattle
- Developed clouds and blowing dust using this new functionality

UNIVERSITY OF CALIFORNIA, BERKELEY

Lecturer: Art 172, CGI Animation Studies (July–August 2007):

- Developed and taught an intensive six-week course on Maya, the CG pipeline, and principles of filmmaking and animation; assisted students with short film projects.

SNIBBE INTERACTIVE

CG Artist (July–August 2007):

- Designed, modeled, shaded, and lit 3D models for interactive museum exhibit

SHORT FILMS

- Created three CG shorts: *Savannah, Georgia*; *Birds of a Feather*; and *Ballisto*
 - Writer, director, art director, lead shader artist, rigger, and lighter for all three
 - Implemented novel lighting/compositing pipeline for *Savannah, Georgia*
 - Organized and motivated small groups of artists under tight deadlines
- Created *Tickling the Ivories*, a traditionally animated short
 - Director, 2D animator, compositor

SOFTWARE DEVELOPMENT

- Wrote implicit surface raytracer using Sphere Tracing algorithm
- Implemented dynamic IK character animation in an OpenGL game