

# david quirus

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## OBJECTIVE

To utilize my production experience in lighting, compositing, and procedural effects to provide both computer generated elements and their final integration for feature films, commercials, and animations.

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## SKILLS

Shot Lighting and Rendering  
Particle and Dynamic Simulation  
Procedural Modeling and Animation  
Compositing and Color Grading  
Asset Creation and Management  
Expressions and Scripting

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## SOFTWARE

### 3D / Rendering:

*Houdini*   *Maya*   *Renderman*  
*Mantra*   *Katana*   *Mental Ray*

### 2D / Compositing:

*After Effects*   *Nuke*   *Fusion*  
*Photoshop*   *Shake*   *Bonsai*

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## EXPERIENCE

### Stereoscopic TD

*Blue Sky Studios - Rio*

November 2010 - Present  
Greenwich, Connecticut

### Lead Compositor

*IMAX - Harry Potter and the Deathly Hallows: Part I*

August 2010 - October 2010  
Toronto, Canada

### Professor of Media Arts and Animation

*Art Institute of Atlanta & Atlanta-Decatur*

March 2008 - March 2010  
Atlanta, Georgia

### 3D Lighting and Compositing ATD

*Sony Pictures Imageworks - Beowulf*

August 2007 - October 2007  
Culver City, California

### Procedural Effects TD

*The Orphanage - Live Free or Die Hard*

March 2007 - May 2007  
San Francisco, California

### Lighting and Compositing TD

*Animal Logic - Happy Feet*

July 2006 - October 2006  
Sydney, Australia

### Lead IMAX 3D Artist, Lighting and Compositing TD

*DNA Productions - The Ant Bully*

January 2006 - June 2006  
Dallas, Texas

### Animator and VFX Artist

*LMD Agency - The Eggspert*

April 2005 - November 2005  
Laurel, Maryland

### Lead Visual Effects Artist, Designer

*Pixel Workshop*

June 2002 - March 2005  
Columbia, Maryland

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## EDUCATION

### Savannah College of Art and Design

B.F.A. in Computer Art - School of Film and Digital Media  
*Concentration in Visual Effects - Magna Cum Laude*

May 2004  
Savannah, Georgia