

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.

SKILLS

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

SOFTWARE

3D / Rendering:

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

2D / Compositing:

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

EXPERIENCE

Professor of Media Arts and Animation

Art Institute of Atlanta & Atlanta-Decatur

March 2008 - March 2010

Atlanta, Georgia

Taught various topics and courses under both visual effects and graphic design disciplines.

3D Lighting and Compositing ATD

Sony Pictures Imageworks - Beowulf

August 2007 - October 2007

Culver City, California

Debugged inconsistencies, assembled renders and composited final shots in stereoscopic 3D.

Procedural Effects TD

The Orphanage - Live Free or Die Hard

March 2007 - May 2007

San Francisco, California

Generated volumetric dust and afterburn fx elements through custom procedural networks.

Lighting and Compositing TD

Animal Logic - Happy Feet

July 2006 - October 2006

Sydney, Australia

Set up light rigs, optimized renders and procedurally composited shots for 35mm sequences.

Lead IMAX 3D Artist, Lighting and Compositing TD

DNA Productions - The Ant Bully

January 2006 - June 2006

Dallas, Texas

Established interocular, rendered stereoscopic pairs, and finalized sequences in IMAX 3D.

Animator and VFX Artist

LMD Agency - The Eggspert

April 2005 - November 2005

Laurel, Maryland

Developed 3D animation for advertising campaign and executed all phases of production and post.

Lead Visual Effects Artist, Designer

Pixel Workshop

June 2002 - March 2005

Columbia, Maryland

Created fx and animation components that were incorporated into a variety of projects and formats.

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