

DAVE WOLF

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SUMMARY: Highly diverse and driven 2D/3D Artist with over ten years of experience, with an extremely strong work ethic, and a thirst for continued learning/growth. Works in both 2D (Photoshop) and 3D (ZBrush).

EDUCATION: ACADEMY OF ART UNIVERSITY SF, CA - BFA in Illustration (with honors), '05

EXPERIENCE:

CONTRACT ARTIST - Illustrator/Concept/Characters/Digital Sculptor/Modeler. Feb '15- Present

- *REPSOULS, Inc.* - Illustrated over 60 full-color, dynamic illustrations, as well as Marketing and website material. Designed 20+ characters, as well as multiple background scenes.
- *California Academy of Sciences* - Modeled, sculpted, and textured hero characters (sea creatures) for the Morrison Planetarium show "Expedition Reef," as well as background and environments assets.
- *Universal Studios* - With Adam Milicevic and Rayce Bird from *SyFy's FaceOff* - created concepts for a theme park being built in Japan, and a specific ride, still under NDA. This included creature concepts as well as the ride queue stages.
- *Logitech* - Concept Artist and Storyboarder for a highly top-secret project under strict NDA, involving new product development.
- Working on a variety of freelance projects for mobile game studios, life sciences, production houses, board game developers, and multimedia/animation studios.

LUMBA, INC - Character Designer/Illustrator

SF, CA - Mar '13- Feb '15

- Designed 40 characters between two titles
- Digitally sculpted the high res assets
- Painted final, in-game UI Illustrations.
- Illustrated both intro splash screens
- 75 full color story comic panels
- Created all marketing illustrations.

ACADEMY OF ART UNIVERSITY - Instructor

SF, CA - Sep '13- Dec '14

- Created a brand-new class/curriculum teaching digital sculpting to Illustrators and Concept Artists.
- The emphasis was on learning ZBrush and how to integrate it into their illustration/concept art workflows.

VISCIRA, LLC - *Creative Lead/Senior Concept Artist*

SF, CA - Jun '10- Jun '14

- Conceptualized projects from script to storyboards and concept art to final animation.
- Interacted with clients to understand, interpret, and execute their needs and goals.
- Effectively managed a team of artists, designers, and animators to complete high quality animations in very aggressive timelines.

CA ACADEMY OF SCIENCES - *Digital Sculptor/Modeler/Texture Artist*

SF, CA - Apr '17- Feb '18

- Conceptualized and storyboarded 10-minute opening of the planetarium show, "Life: a Cosmic Origin."
- Concept Art and 360 degree/3D paint-overs to help the team develop the scenes and overall look.

EVEO, INC - *Senior Concept Artist*

SF, CA - Mar '06- Jun '10

- Concept and storyboard artist for animations and interactive programs/videos.
- Worked across multiple team departments, from Animation to Design, to Motion Graphics.

SKILLS:

2D/3D Illustration
Character/Creature Design
Photoshop, Illustrator, AE
Keyshot
Matte Painting
Animation Pipeline Knowledge

Concept Art
Storyboards/Animatics
ZBrush
Teaching
Photo Manipulation
Excellent Written & Verbal