

David+Padrón

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Skills

- + As a producer, I can build and maintain quality on schedule, I can plan effectively and react quickly, I can anticipate problems and create solutions.
- + As a technician, I can setup and debug hardware and software, I can help design pipelines and processes, I can bridge the communication gap between technicians and artists and I can help teach or share technical knowledge.
- + As an artist, I am a 3D generalist, video editor and web designer. I specialize in cinematics and can provide a strong understanding of cinematography, a good sense of pacing and plenty of imagination.

Experience

Cinematic Designer, Electronic Arts

Oct 2008 – Nov 2009

The Saboteur™, Responsible for 15 minutes of real-time cinematics and many in-game moments. Duties included: pre-viz, scene layout, camera animation, editing, trailer creation, mo-cap clean-up and game integration. Responsible for leadership within cinematics team. Duties included; setting goals, monitoring progress, providing feedback and tracking bugs. Influential on team strategy and key conduit for other departments and producers.

Jr Technical Artist, Electronic Arts

Jan 2008 – Oct 2008

Lord of the Rings: Conquest™, Created and helped deliver marketing assets for web and print. Captured and selected game footage.
Mercenaries 2™, Lead visual improvements to pre-rendered cinematics through lighting, animation, compositing, particle fx and editing. Responsible for shot approvals, pipeline and acted as key technical resource.

Web Designer, Mobile Messenger

2007 – 2008

Developed complete web sites and portals from concept to implementation. Helped create a roadmap for development of new products and processes.

Production Assistant, Wit Animation

2006 – 2007

Managed scheduling, internal/external file organization and delivery, and served as point of contact for clients and outsource partners.

Entrepreneur, Driftlive LLC

2004 – 2008

Created, grew and maintained a network of several internet properties with a peak viewership in the millions and top placement on Google.

Instructor, Autodesk (formerly Alias|Wavefront)

2000 – 2002

Taught Maya software; created lessons and managed student projects.

Education and Training

Santa Monica City College

2005 – 2006

Santa Barbara City College

2003 – 2004

Autodesk Maya Certification

1999 – 2000

Software

Maya, XSI, Devtrack, Perforce, Next-gen platforms, Adobe Suite, Office Suite, Final Cut Pro, HTML, CSS, Drupal, Wordpress.