

# David+Padrón

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My goal is to produce great entertainment and use constraints to my advantage.

## 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

### Producer, Killspace Entertainment

June 2010 – Nov 2010

*Unannounced XBLA/PSN Project*, Team leader and project manager. Responsible for team cohesion and motivation, guiding creative development, creating project roadmap, anticipating product risks, creating game budget and pitch documents and publisher relations.

### Cinematic Designer, Electronic Arts

Oct 2008 – Nov 2009

*The Saboteur™*, Responsible for 15 minutes of real-time cinematics and many in-game moments. Duties include: 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

*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.

### 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 – 2007

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 game consoles, Adobe Suite, Office Suite, Final Cut Pro, HTML, CSS, Drupal, Wordpress.