

David B. Mooy

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PROFESSIONAL SUMMARY

Lead Technical Director and 3D Modeling Artist creating models optimized for VR and games, and/or optimized for pre-rendered VFX and animation. Highly experienced in both photo-real, technically accurate modeling and stylized Disneyesque modeling.

- Highly experienced at bidding, scheduling and time management
- Successful leader of multiple teams at six different studios.
- Twelve plus years of teaching experience at Gnomon and other industry leading schools

TECHNICAL SKILLS

- Software: Maya, Unity3d, Substance Painter, Marvelous Designer (MD), Photoshop, Modo, ZBrush, Unreal4, Arnold, Speedtree, XNormal, Perforce, Alias, Marmoset Toolbag, and Blender

PRODUCTION EXPERIENCE

Crate & Barrel | Web page, Print, IOS Apps, AR | Maya, MD, Photoshop, Substance Painter, Marmoset | 2022 - present

- Supervise the creation of furniture for the web, AR and interactive Apps

DreamWorks Animation | Maya, Marvelous Designer, Photoshop, ZBrush | 2020 - 2022

- **Various Animated Series** | Modeling and Model Supervision

ThinkChromatic | Web page, Print, IOS Apps, TV Commercials | Maya, MD, Modo, Photoshop, ZBrush | 2014 - 2020

- **Crate & Barrel, Stellar, Acton, Mister, Fleck, Kimball, Symphony Office, Elevate, OFS Chairs**
 - Modeled and textured photo-real furniture, appliances and interiors
 - Modeled and textured furniture for interactive IOS Apps
 - Modeled photo-real environments for a series of commercials

Imbellus | Maya, Unity3d, Photoshop, Substance Painter, ZBrush, Speedtree, XNormal | Freelance | 2017

- Modeled and textured AAA game quality coral reef environment

With.in | Virtual Reality | Maya, Unity3d, Photoshop | Freelance | 2016

- **"Life of Us"** | Created a highly efficient New York style cityscape

Stun Creative | Television Commercial | Maya, Photoshop | Freelance | 2016

- **Disney Junior** | Modeled and textured each letter in the Disney Junior logo as a character from "PJ Masks"
- **Lowes Hardware** | Modeled a coffee machine, toilet, sink and other architectural elements and appliances using only photographs and Maya

Age of Learning | Online learning | Maya, Modo, Unity3d, Photoshop | Freelance | 2016

- **"ABC Mouse"** | Adapted 2d flash character animation, toys and set pieces to 3d via Unity3d

Disney Consumer Products | IOS Apps | Maya, ZBrush, Modo, Unity3d, Photoshop, Substance Painter | 2014 - 2015

- Coordinated with and set prototype standards for outsourced overseas vendors
 - **"Frozen"** | Modeled and textured sets, props and vegetables
 - **"Cars"** | Modeled and textured 3-6000 polygon versions of Tow Mater and Lightning McQueen
 - **Classic Disney Characters** | Modeled Donald Duck, Goofy, Pluto and Minnie for use inside Unity3d
 - **New Musical Characters** | Designed, modeled and textured seven new characters based on musical instruments in the Disney classic style.
 - **"Doc McStuffins"** | Reduced the poly-count of 3 sets by 80-90% and 300+ textures each, down to 8 - 12 textures each

DartFrog | Web page, Print, IOS | Maya, Modo, ZBrush, Photoshop | 2012 - 2014

- **Crate & Barrel, Deflecto, Woodfold, Turnstone, Pentair, Baker, Havertys**
 - Modeled and textured photo-real furniture and interiors
 - Modeled and textured furniture for interactive Windows and IOS Apps

StudioWorks | Forensic Animation, Design, 3D Printing | Maya, Modo, ZBrush | 2010 - 2019

- **Industrial and machine parts** | Modeled highly accurate NURBS models of (often damaged) industrial parts from scan data for stress analysis. Modeled industrial parts and tools for 3D Printing.
- **Custom supercar body panels** | Modeled highly accurate body panels for custom supercars such as a corvette which was modified in nearly every dimension and yet retained a cleanly resolved shape throughout. My models were 3D printed to create fiberglass molds.

Buck | Television Commercial | Maya | Freelance | Freelance | 2012

- **Telstra** | Modeled a Salvador Dali-like coo-coo clock which included ears and other anatomical parts

Logan | Television Commercial | Maya, Photoshop | Freelance | 2012

- **Geo Laptop** | Modeled a photo-real laptop

FinDesign | Television Commercials | Maya, Photoshop | Freelance | 2012

- **Coca-Cola** | Modeled a photo-real Coca-Cola bottle for very close-up shots
- **Commonwealth Bank of Australia** | Modeled parts of a period baseball stadium for set extensions

Shade VFX | Television Commercial | Maya, Modo | Freelance | 2012

- **Gillette Fusion** | Modeled a highly accurate Gillette Fusion razor from incomplete and unrenderable CAD data

Blind | Television Commercial | Maya, Modo | Freelance | 2010

- **THQ Motocross Game** | Modeled a generic Motocross motorcycle and multiple Motocross helmets and boots

Walt Disney Feature Animation | Animated Feature Film | Maya, Modo, ZBrush | 2004 - 2010

- **Tangled** | Modeled environments, sets, props and clothing
 - Arranged the forest layout for chase sequences
- **Tick Tock Tale** | (Short Film) Modeled lead character, sets and props
- **The Princess and the Frog** | Modeled vehicles sets and props for layout
 - Modeled the biting talisman
- **Bolt** | Modeled environments, vehicles, sets and props
- **Meet the Robinsons** | Modeled environments, vehicles, sets and props
- **Chicken Little** | Modeled environments, vehicles, sets and props and character face shapes

BMW DesignworksUSA | Design | Maya, Modo, Alias, ZBrush, Photoshop | 2005

- **Consultant** | Explored various methods and software solutions to speed up the design process
 - Illustrated workflows by modeling automotive interiors

Dream Quest Images / The Secret Lab | Feature Film VFX | Maya, Alias, Photoshop | 1998 – 2004

- **An extended resume is available upon request** | Highlights include my contributions to the VFX of another 23 films, 4 television series, television commercials, forensic animation, etc.. A complete listing can also be found at www.DavidMooy.com.

TEACHING HISTORY (JANUARY 2012 – PRESENT)

Gnomon School of Visual Effects | Live Classroom | Hard Surface Modeling 1 | Maya | 2012 - present

- I instruct Students in how to create models ideally suited for both real-time and pre-rendered applications.
- I Provide weekly feedback, by way of demonstration, on the students individual developing models.

CG Masters Academy | Video and Live Online | Intro to Maya | Intro to Production Modeling | 2017 - present

- I Instruct students through the modeling, texturing, rendering, rigging and animation of a character.
- I also cover dynamics, cloth, particles and procedural animation

Studio Arts | Live Classroom | Introduction to Modo | 2014

- I Instruct students in modeling, texturing, rendering, rigging, animation and dynamics

EDUCATION

Brigham Young University | 1993

- B.S., Manufacturing Engineering Technology