

# David B. Mooy

Los Angeles CA | (661) 312-2475 | DavidMooy.com | linkedin.com/in/davidmooy

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## PROFESSIONAL SUMMARY

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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.
- Seven plus years of teaching experience at Gnomon and other industry leading schools

## TECHNICAL SKILLS

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

## PRODUCTION EXPERIENCE

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**DreamWorks Animation Television** | Television | Maya, MD, Photoshop, ZBrush | 2020

- **Various TV 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
- Modeled and textured 14 varieties of coral
- Curated purchased assets and integrated them into the scene

**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"** | Upgraded 2d flash animation of characters, toys and set pieces to 3d, for use inside Unity3d

**Disney Consumer Products** | IOS Apps | Maya, ZBrush, Modo, Unity3d, Photoshop, Substance Painter | 2015 - 2016

- 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
  - My speed and quality helped to keep DartFrog alone on schedule for the Nedsense contract, resulting in DartFrog being awarded the majority of the work.

**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](http://www.DavidMooy.com).

## **TEACHING HISTORY (JANUARY 2012 – PRESENT)**

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**Gnomon School of Visual Effects** | Live Classroom | Hard Surface Modeling 1 | Maya | 2012 - 2020

- 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 - 2020

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

**Studio Arts** | Live Classroom | Introduction to Modo | 2014

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

## **EDUCATION**

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**Brigham Young University** | 1993

- B.S., Manufacturing Engineering Technology