

## DAVID SCHAFER

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### OBJECTIVE:

Seeking a position where I can combine my extensive art, design, engineering and managerial skills to advance the capabilities of an entertainment production company.

### QUALIFICATIONS:

- Award-winning, passionate and inventive artist and engineer with 19+ years of experience in design, production, project management and supervision on technically challenging entertainment projects.
- Innovative creative professional known for developing and executing innovative cost effective design solutions drawn from experience and expertise in diverse entertainment arenas. Quick study with an ability to rapidly achieve organizational integration, easily assimilate job requirements and aggressively employ new methodologies.
- Energetic self-motivated team player who thrives in both independent and collaborative work environments with multi-cultural and global scope. Exceptional collaborative and interpersonal communication skills.
- At ease in high stress, fast-paced environments with multiple responsibilities. Accustomed to performing in deadline-driven tightly scheduled productions with an emphasis on managing work within time requirements.

### SOFTWARE:

Maya, BodyPaint, Zbrush, Photoshop, Illustrator, Painter, After Effects, SketchUp, AutoCad, MS Office  
Proficient in Windows, OSX and UNIX environments, as well as system configuration and maintenance.

### PROFESSIONAL HIGHLIGHTS:

- Current **WALT DISNEY INTERNET GROUP, MMORPG GAME PRODUCTION**  
DIGITAL ARTIST: Experienced in all phases of asset creation from concept development to modeling and texturing. Responsibilities include art direction, technical direction, asset creation, outsourcing, supervision and training. Currently the lead character artist for Pirates of the Caribbean Online. Also worked as an environment, GUI and cinematics artist.  
LEVEL ARTIST: Experienced level editor and integrator of game functions, NPC characters, management and leveling of assets, quest threads, enemy placement, maps, environments and lighting for domestic and international localizations. Also involved in tools development, engineering and technical support.  
**Pirates of the Caribbean Online**, MMORPG, released fall 2007, [www.pirateslegend.com](http://www.pirateslegend.com)  
**ToonTown Online**, Computer Gaming World's 2003 MMORPG of the year, [www.toontown.com](http://www.toontown.com)
- 2000-2004 **WALT DISNEY RESEARCH & DEVELOPMENT, DIGITAL ENTERTAINMENT RESEARCH ENGINEER, COMPUTER GRAPHICS PRE-VISUALIZATION AND PRODUCT DEVELOPMENT**  
Corporate research and development of new techniques and processes for digital entertainment production, interactive collaborative work spaces, user interfaces, pre-visualization tools and delivery systems. Utilizing real-time computer graphics and compositing, motion capture devices, camera tracking systems, blue screens, lighting, virtual sets, digital video servers and render farms. Tasks included project brainstorming, proof of concept and feasibility studies, pre-visualization modeling, prototype fabrication and field testing.  
**Notable projects:**  
**Unannounced attraction**, Developed 3D immersive ride utilizing industrial robots manipulating ride vehicles synchronized with multi-channel real-time graphics engines rendering stereo projections on multiple screens.  
**Stitch's Photo Phone**, 2003 THEA Award for Creative Technology. Real-Time interactive CG character animation system development and testing. Technology transferred to theme parks as "TurtleTalk with Crush."  
**Seamless Cave development**, 3D interactive immersive visualization system and theater. Engineered prototype system of six synchronized real-time PCs composited with six high-definition video servers seamlessly projected on to a 180 degree screen, both front and rear projection versions.  
**ABC Timesquare NYC**, Developed real-time distortion correction system for outdoor electronic sign.  
**Pre-visualization**, Disney's California Adventure, Pooh's Honey Hunt, Disney Concert Hall, Mission Space.  
**Hong Kong Disneyland**, Developed interactive CG effects, supervised production teams and field installation.  
**Muppet Mobile Labs**, Remote-controlled interactive mobile character and special effects vehicle.
- 1996-2000 **WALT DISNEY VR STUDIO, COMPUTER GRAPHICS ENTERTAINMENT R&D**

**PROJECT SUPERVISION, SYSTEM DESIGN & ENGINEERING:** Responsible for turn-key game system hardware, field testing, RFP/spec writing and contractor and installation team supervision.

**Pirates of the Caribbean**, Battle for Buccaneer Gold, Walt Disney World Florida. 2001 THEA Award  
Four person stereoscopic immersive 3D game, utilizing SGI Infinite Reality multi-pipe real-time graphics.  
Developed stereoscopic 3D projection system, motion-base, surround sound and user interfaces.

**Aladdin VR**, Walt Disney World Florida. Project received numerous awards & professional recognition for cutting edge virtual reality game using real-time SGI Onyx II VR systems. Design engineering and production of custom head mount display, head tracking and user navigation systems for 24/7 operation.

1995-1996 **BRC IMAGINATION ARTS, THEATRICAL ENTERTAINMENT DESIGN**  
**SPECIAL EFFECTS SUPERVISOR:** Responsible for special effects development, design, documentation, RFP/Spec. writing, project management, scheduling and budgeting.  
**Mitsui-Toshiba Expo 96** Attraction Osaka Japan

1987-1995 **WALT DISNEY IMAGINEERING, THEMED ENTERTAINMENT DESIGN**  
**SPECIAL EFFECTS SUPERVISOR:** Responsible for concept development, prototype fabrication, testing, budgeting, show control interfaces. Supervision of staff, contractors and installation crews.  
Note: Designing special effects for themed parks is particularly challenging compared to film due to 14 hour 7 day operation requiring repeatable low-cost and low maintenance operation with a 10+ year lifespan.  
**Alien Encounter**, Walt Disney World Florida  
Theater attraction with laser, high voltage, cryogenic and lighting effects.  
**Indiana Jones Adventure**, Disneyland Anaheim CA  
Moving motion-base attraction with pyrotechnic, cryogenic, smoke, projection and lighting effects.  
**StarTours**, Tokyo Disneyland Japan  
Motion-base ride with high voltage, cryogenic, smoke, projection and lighting effects.

1979-1986 **LUCUSFILM LTD**, 4 years as Robot wrangler and puppeteer of the radio-controlled R2-D2 Droid.  
Dresser for Anthony Daniels as C-3PO and various other Star Wars characters and creatures.  
Built and maintained radio-control robotic special effects and creatures for location shoots and appearances.  
**ENTERTAINMENT RESEARCH GROUP**, 5 years film/stage lighting, costume and effects designer.  
**CHRIS WALIS INC**, 1 year creature shop special effects artist for film projects.  
**STEREOGRAPHICS CORP**, 2 years stereoscopic entertainment R&D and darkroom technician.

**ADDITIONAL SKILLS:** Computer hardware and interface design, configuration and troubleshooting; some programming in Python, Mel, Unix shell, imbedded systems, digital/analog electronic circuit design and prototype fabrication. Excellent electrical and mechanical troubleshooting skills, network administration knowledge. Trained in traditional drawing, drafting, illustration, painting and sculpting.

**EDUCATION:** B.A. INDUSTRIAL ARTS - San Francisco State University, 1986  
Emphasis in Electrical Engineering and Industrial Design

**Additional education in art, theater, computer graphics and programming at:**  
**College of Marin**, San Anselmo, CA. Computers science, digital electronics & electrical engineering, stage lighting and art  
**Art Academy**, San Francisco, CA. Sculpting, drawing and painting  
**Art Center School of Design**, Pasadena, CA. Computer animation and illustration  
**UCLA, Gnomon, and various other technical schools** in Los Angeles, CA.  
MAYA, Zbrush, BodyPaint3D, Photoshop, painter, UNIX, Python, C++

**HOBBIES:** Life drawing, Architecture & Design, Home improvements, Photography, Bicycling and world travel.

Portfolio & references available upon request.