

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:

- Passionate and inventive professional with 19+ years of experience in design, production, project management and supervision on technically challenging entertainment projects around the world. Creative artist trained in both traditional and digital media.
- Innovative creative award-winning professional known for developing and executing cost effective designs drawn from experience and expertise from diverse technical and entertainment arenas. A Quick study with an ability to rapidly assimilate job requirements and organizational integration while adhering to specification, polices and yet always seeking new methodologies to improve performance.
- 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, Flash, Illustrator, Painter, After Effects etc, SketchUp, AutoCad, MS Office, AlienBrain, CVS, Unity. Proficient in Windows, OSX and UNIX environments, as well as PC system configuration and maintenance.

Intermediate level programming and scripting skills in Python, Mel, C++, HTML.

PROFESIONAL HIGHLIGHTS:

- Current **WALT DISNEY INTERNET MEDIA GROUP, MMORPG GAME PRODUCTION**
SENIOR 3D ARTIST: Experienced in all phases of game asset production from concept development to game ready assets. Responsibilities include: Concept development, technical direction, modeling, texturing of customizable avatars, NPC (non player characters), creatures and costumes. Staff supervision and outsource management.
Previous roles include: Environment. prop, vehicle, GUI, website graphics and cinematics artist.
Level editor integrating game functions, NPC characters, environments, props, enemies, AI and lighting designer.
Also involved in Localization for international releases, tools, systems engineering, training and technical support.
Pirates of the Caribbean Online, MMORPG, released fall 2007, www.pirateslegend.com
ToonTown Online, Computer Gaming World's 2003 MMORPG of the year, www.toontown.com
- 2000-2004 **WALT DISNEY RESEARCH & DEVELOPMENT, DIGITAL ENTERTAINMENT RESEARCHER, COMPUTER GRAPHICS PRE-VISUALIZATION AND PRODUCT DESIGN & 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/DisneyQuest. 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/DisneyQuest. 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.
- 1996 **GAMEWORKS** / Universal games, SYSTEMS INTEGRATOR
 Arcade game system design and engineering for Jurassic Park surround sound and motion-base computer game.
- 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.
- 1980-1986 **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 lighting, character costume, robot 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, C++, 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: Architecture & design, home improvements, auto and motorcycle restoration, sailing, scuba diving, drawing, photography, bicycling, cooking, world travel and learning French.

References available upon request. Excellent physical condition with no pre-existing medical conditions, non-smoker.