DAVID WENDL

3D Modeling, Texturing, and Animation

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EDUCATION

The School of Visual Arts: BFA Computer Art
Specializing in 3D Modeling and Animation
209 E 23rd Street, New York, NY 10010
Class of 2011

Completed a three and a half minute animated short called *Sad Robot :(* as a senior thesis project.

Contributed texturing and lighting design to additional thesis projects.

WORK EXPERIENCE

MLB Network: Maya artist: designed, modeled, textured, animated, and composited 3D graphics for the television network. Projects included 3D animated sequences, animated logos, and virtual set design. Participated in all parts of production from design to compositing. (June 2011 - present)

Green Mansions: Designed and painted an illustration in Photoshop for a pamphlet advertising an independent ballet performance. (2010)

references available upon request.

SKILLS

3D: Modeling, Texturing, Lighting, Rendering, Compositing, Animation

2D: Illustration, Style Frame Design, Storyboarding and Pre-visualization, Motion graphics

Languages (intermediate knowledge): MEL, Python, Java Script, PHP, HTML, CSS

SOFTWARE

3D: Autodesk Maya, Autodesk Mudbox, Mental Ray, V-Ray, Arnold

2D: Photoshop, After Effects, Illustrator, Premiere, Audition

Systems: Mac, Windows

AWARDS & HONORS

2013 Sports Emmy® Awards for Outstanding Post-produced Graphic Design: MLB Tonight
Winner of Tribeca Film Festival 2009 Logo Treatment Contest
Qualified for the School of Visual Arts Dean's List from Fall 2007 to Spring 2011

Awards and Honors for *Sad Robot :(*
   Lucerne International Film Festival: Official Selection
   Williamsburg International Film Festival 2011: Official Selection
   Boston Film Festival 2011: Official Selection
   Independent's Film Festival 2011: Official Selection
   School of Visual Arts, BFA Computer Art Outstanding Achievement Award