

DAVID EISENSTADT

3D GENERALIST

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ig @david__draw

PROFILE

David Eisenstadt is a 3D generalist residing in LA county whose breadth is wide but focuses on sets for feature animation.

EXPERIENCE

Look Development Artist - The Wild Robot

DreamWorks Animation, Glendale, CA
Responsible for interpreting concept art, developing the look, and applying it to provided assets, both environments and characters. Various related responsibilities include scattering, developing new methods of assigning materials, and utilizing proprietary tools in innovative ways.

Contract Model & Texture Artist/Concept Artist

The Made Group, Remote
Responsible for designing, modeling, UVing, texturing, and look dev on required assets for a marketing project.

Freelance Artist/ Muralist

Bay Area, Various Locations
Commissioned art pieces designed and delivered on demand. Customer expectations are identified, contracts created and implemented, and projects completed and delivered according to timelines and rigid delivery dates.

Art Instructor

YoungArt Art Lessons, Pleasanton, CA
Performed art lessons for all ages, primarily younger students. Handled transactions regarding various durations and types of art lessons, drop-in and scheduled. Managed customer relationships.

EDUCATION

Gnomon School of VFX and Animation

Hollywood, CA – 2019-2022
BFA in Digital Production

CSSSA Animation

Valencia, CA – Summer 2017
(California State Summer School for the Arts.)

ACHIEVEMENTS

Rookie of the Year 3D Animation Finalist

Worldwide contest recognizing the best upcoming artist in 3D animation. I was selected as one of a small group to be finalists out of thousands of entrants.

International Film Festival Screenings

Original animated film selected to be presented at film festivals on multiple continents.

12-Time Best of Term Award Winner

School-wide quarterly competition at Gnomon recognizing the best work of the previous term. I currently hold the record for the most Best of Term Awards won by a single student since the contest was instituted.

SOFTWARE SKILLS

- Mari
- Substance Designer
- Nuke
- V-Ray
- Clarisse
- Unreal Engine
- Python
- Substance Painter
- Yeti
- Houdini
- Speedtree
- World Machine
- Gaea
- ZBrush
- XGen
- Maya
- Marvelous Designer
- Arnold
- After Effects
- Photoshop

PRODUCTION SKILLS

- Look Dev
- UVing
- Shading
- Texturing
- Lighting
- Set Extension
- Surfacing
- Concept Matching
- Stylization
- Procedural Scattering
- Compositing
- Digital Sculpting

SOFT SKILLS

- Fast Learning
- Clear Communication
- Takes Constructive Criticism
- Works Well with a Team
- Good Listening

LANGUAGES

ASL (Conversational)

