

DAVID EISENSTADT

3D GENERALIST

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SOFTWARE SKILLS

Substance Painter

Mari

Substance Designer

Nuke

V-Ray

Clarisse

Python

Unreal Engine

Yeti

Houdini

Speedtree

Gaea

Movie Render Queue

ZBrush

XGen

Maya

Marvelous Designer

Arnold

After Effects

Photoshop

Solaris

Sequencer

PRODUCTION SKILLS

Lighting

Look Dev

UVing

Shading

Texturing

Set Extension

Surfacing

Grooming

Stylization

Procedural Scattering

Compositing

Digital Sculpting

PROFILE

Experienced 3D generalist with BFA from Gnomon. Recognized Worldwide Rookie of the Year finalist. Contributed as Look Development Artist at DreamWorks Animation for "The Wild Robot," crafting visually stunning digital content. Recently finished a contract as a Shot Build Generalist at Steamroller Animation Studios.

EXPERIENCE

Look Development Artist - The Wild Robot

DreamWorks Animation, Glendale, CA

- Interpreted concept art to develop visual aesthetics for environments and characters
- Proficient in scattering, grooming, and material assignment methods
- Utilized proprietary tools creatively to enhance project outcomes

3D Generalist - The Threadlings

Half MT Studios, Los Angeles, CA

- Designed, modeled, textured, and shaded environment assets based on provided reference images
- Utilized both procedural and specific pipelines for asset creation
- Translated 2D concept art into detailed 3D models and textures

Art Instructor

YoungArt Art Lessons, Pleasanton, CA

- Conducted art lessons for diverse age groups
- Managed transactions and fostered strong customer relationships

Unreal Engine Shot Build Generalist - Spice Frontier

Steamroller Animation Studios, Remote

- Various steps of the 3D pipeline focused on lighting and layout
- Ensuring continuity of look and quality across shots based on supervisory feedback
- Resolving various technical issues related to rendering, shading, and asset integration

Contract Model & Texture Artist/Concept Artist

The Made Group, Remote

- Designed, modeled, UVed, textured, and performed look development for marketing project assets

Freelance Artist/ Muralist

Bay Area, Various Locations

- Commissioned custom art pieces, meeting client expectations and deadlines
- Created contracts and managed projects efficiently

ACHIEVEMENTS

International Film Festival Screenings

- Original animated film showcased at global film festivals

12-Time Best of Term Award Winner

- Holder of most Best of Term Awards at Gnomon's quarterly competition
- Recognized for outstanding work across multiple terms

Rookie of the Year 3D Animation Finalist

- Finalist in global 3D animation contest among thousands of entrants

EDUCATION

Gnomon School of VFX and Animation

Hollywood, CA

BFA in Digital Production

CSSSA Animation

Valencia, CA

(California State Summer School for the Arts.)

LANGUAGES

ASL (Conversational)