

David DuVoisin

Lighting Technical Director

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Education:

Kamehameha Schools Hawaii

Keaau, Hawaii

High School

2011

Cogswell College

Sunnyvale, California

BA in Digital Arts and Animation

2015

Experience:

DreamWorks Animation TV – Lighting & Compositing Technical Director

November 2017 to Present

- Developing Maya and Nuke tools used by our HUB team and hundreds of artists worldwide at various partner studios. Primarily using Python and PySide.
- Building workflows and solving technical problems in Maya, Nuke, and V-Ray.
- Writing documentation and creating tutorials for our tools and pipeline.
- Balancing a large variety of projects across multiple shows in various states of production. Prioritizing my tasks to keep productions moving smoothly.
- Occasional asset lighting and review.

Doodle Pictures Studio – Lighting Technical Artist

August 2015 to August 2017

- Lighting, rendering, and compositing for various LEGO projects including story animations, product features, and key visuals.
- Look development, sequence, and shot lighting in Maya using Redshift.
- Developing solutions for various problems that arise in production.
- Communicating with the entire team to ensure quality and accuracy.
- Filling in wherever necessary including R&D, shot prep, texturing, editing, etc.

Cogswell Media Works – Technical Director/Generalist

April 2014 to May 2015

- Managed team of visual artists and collaborated closely with the audio and project management departments.
- Worked directly with clients and various production teams to develop and produce high quality animated projects in parallel with audio production.
- Designed efficient production pipelines and provided general technical direction.

Primary Software:

Windows

Linux

MacOS

Maya

Redshift

RenderMan

V-Ray

BM Fusion

Nuke

After Effects

Python

MEL

PyQt

MySQL

Adobe Suite

Substance Suite

References:

Available upon request.