

dauid allen

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84 Pleasant Street, Cambridge, MA 02139

AIM: Create innovative new media applications that amplify innate human desires to dance, sing, act, create, share, and build thriving communities.

PROFILE: Passionate digital artist, animator, and instructor with a professional background in children's game development, communication design, multilingual typesetting, and traditional media. Published titles for Nintendo GBA, DS, DSi, Wii, and Jakks Pacific platforms using both 3D and 2D art pipelines. Active member in the digital graphics community as a volunteer, organizer, and participant for the Game Developer's Conference, Games in Education Symposium, Global Game Jam, IGDA, SIGGRAPH, New England Art Institute animation review panel, and RPI Game Development Club game jam judge panel.

EXPERIENCE: **Freelance Digital Art** | Boston, Massachusetts

October 2012 *Character Animator and Illustrator*

Present Designing, illustrating, and animating appealing Children's book characters and backgrounds.

September 2005 **1st Playable Productions, LLC** | Troy, New York

October 2012 *Character Animator, Lead Artist, and Project Coordinator*

Collaborated effectively with team of designers and programmers to create appealing character animations, level art, concept sketches, storyboards, and cutscene art; reviewed and approved game art, functionality, and audio; welcomed new artists into the studio through engaging orientation and training activities; created insightful art processes and game analyses presentations for the art group; facilitated the creation of a common project vision through proposals, game designs, and art style documents; effectively managed game development teams of up to 20 artists, software engineers, and designers through the use of internal team task lists, milestone schedules, and staffing requests; established and maintained clear lines of communication through teleconference calls and weekly reports to clients and third parties around the globe.

March 2006 **ITT Institute** | Albany, New York

September 2008 *Adjunct Instructor*

Prepared and delivered engaging class lectures and lab exercises for introductory 3D Modeling and Animation courses with 15 or more students; prepared and graded student skill-level appropriate homework assignments, course projects, midterm exams, and final exams; conducted student evaluations periodically throughout the quarter; maintained attendance and implemented school policies with individual students as necessary.

EDUCATION: **Pratt Institute** | Brooklyn, New York

February 2003 *B.F.A. in Computer Graphics & Interactive Media with Highest Honors.*

SOFTWARE EXP: **3D Modeling & Animation**—3DStudio MAX, Maya.

2D Image Processing & Animation—Photoshop, Illustrator, Pro Motion.

Interactive Graphics Engines—Unity3D, Game Maker, Flash, Director.

Electronic Page Layout—Indesign, QuarkXPress, Acrobat.

LANGUAGES: English, Spanish.

AWARDS: *Adobe Expert Certification* for proficiency with Photoshop; *Pratt Circle Award for Outstanding Academic Achievement*; *Pratt President List*; *Pratt Foundation Award for Light, Color, and Design*; *Presidential Merit Scholarship*; *Hispanic Scholarship Award*.