David Bokser

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Lead Technical Game Designer | Technical Artist

Specializes in end-to-end game development from concept to shipped products. Expert in gameplay systems, procedural animation, and cross-platform development using Unreal, Unity, and VR technologies. Developed industry-leading Maya pipeline tools and pioneering AI-integrated creative workflows. Proven leader in shipping innovative games and building technical solutions that bridge design, engineering, and art.

Core Competencies

Game Design & Documentation | Gameplay Systems | In-Engine Procedural Animation Systems | VR Development | Rigging, Animation, Tool Development in Autodesk Maya | Visual Scripting - Unreal Blueprints | AI Workflows with Cursor, ChatGPT, Claude, Midjourney, Stable Diffusion, Suno, ElevenLabs, Kling, and API Integrations | Adobe Creative Suite DaVinci Resolve | Unity | Unreal | CocosCreator | Threejs | C# | TypeScript | JavaScript | Python

Professional Experience

Lead Game Designer | DISCORD – Dallas, TX   Jul 2018 – Jun 2025

- Led development of Discord's first-party games (Poker Night, Chess in the Park, Putt Party, 12 Bullets to Midnight), scaling the Activities platform to millions of users while boosting engagement by 80% through innovative multiplayer mechanics and social features.
- Built immersive experiences through cross-functional collaboration, blending casual and hardcore design principles to drive inclusive social interaction and competitive engagement.
- Led the prototyping and design of Playscape, a UGC system that empowers player creativity with intuitive tools and promotes organic social gameplay.

Senior Technical Artist | PLAYFUL – McKinney, TX   Feb 2016 – Jul 2018

- Prototyped immersive VR experiences and interaction systems for next-gen platforms, collaborating closely with design and engineering teams to ensure seamless integration, visual fidelity, and performance across platforms.
- Designed, rigged, animated, and implemented assets for Star Child, featured on the PSVR launch teaser and demo disc bundled with every PSVR unit.

Co-Founder, Maya Tool Developer | CGMonastery – Remote   2018 - Present

- Co-founded a remote studio specializing in Autodesk Maya pipeline and rigging tools for animation and game development.
- Created CGMScene, a robust pipeline tool used across dozens of projects to manage assets, eliminate version conflicts, and streamline cross-platform exports—boosting collaboration and reducing overhead in both remote and on-site teams.
- Engineered a suite of workflow-enhancing tools—including KeyEaser, CGMSimChain, MocapBaker, AnimFilter, and GraiBox—to standardize pipelines, reduce technical friction, and elevate animation quality across all projects.
- Developed GraiBox, a first-of-its-kind system integrating Maya with Stable Diffusion, enabling 100% consistency in AI-generated textures while maintaining brand and asset alignment.

Senior Tech Animator / Designer | BLUEPOINT GAMES – Austin, TX   Dec 2013 – Jan 2016

- Led rigging, animation, and character setup from teaser to vertical slice on internal projects while optimizing asset pipelines and in-engine behavior through cross-functional collaboration.
- Contributed early rigging to Shadow of the Colossus Remaster and enhanced particle fidelity in Uncharted: The Nathan Drake Collection.

Education

Bachelor of Fine Arts in Computer Art , Minor in Animation | Savannah College of Art and Design – Savannah, GA
Directed & animated original short films, "Traffik" and "The Old Man and the Fish"