

David Bokser
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Objective

To secure a position as an Animation Lead in a company that strives for artistic excellence.

Professional Experience

August 2010 - Present Lead Animator – Psyop LA
Responsibilities:
 Lead animation on Fable 3 commercial spot as well as Nissan Juke Weather and Trophy spots
Los Angeles, CA

February 2010 - July 2010 Creature ATD –Industrial Light & Magic
Responsibilities:
 Developed tools to aid in Animation and Creature departments, supported character rigs, and created prop rigs on RANGO and TRANSFORMERS 3 Feature Films
San Francisco, CA

October 2008 - January 2010 Character and Cloth TD and Animator – Psyop LA
Responsibilities:
 Animation on NBA 2K10 “Take Over” TV spot
 Character and Vehicle rigging on Axe: Twist TV spot
 Character rigging on Coke Heist superbowl spot
 Rigging and animation work on CTIA Grow Your World TV spot
 Rigged props, cloth simulation, and animation on Coke Happiness Factory 3 TV spot
Venice, CA

March 2005 – September 2008 Supervising Animator and Rigger – XLT, Inc.
Responsibilities:
 Rigging on Playmobil Project
 Rigging and Animation Supervisor on Princess Twins of Legendale
 Directed, Rigged Characters, and created rigging and pipeline tools for Party Time with the Lil’ Bratz
 Rigged characters, animated, and created pipeline tools for Bratz: Glitz N’ Glamour and Livin’ It Up With the Bratz
Los Angeles, CA

October 2006 Character Animation TD – MeniThings
Responsibilities:
 Rigged props and wrote animation tools on feature film “Battle for Terra”
Los Angeles, CA

October 2004 – January 2004 Character Animator – Method Games
Responsibilities:
 Animated a variety of quadruped cycles for unreleased PSP game.
Burbank, CA

Education

2000 – 2004 B.F.A. Computer Art, Savannah College of Art and Design
 with a minor in Animation
 Dean’s List - GPA 3.87/4.0
Savannah, GA

Software Proficiencies

Alias|Wavefront Maya, Apple Shake, Adobe After Effects, Adobe Photoshop, Adobe Premiere, Adobe Dreamweaver, Adobe Flash

Scripting Language Proficiencies

MEL, Python, PHP, Unity Javascript

Software Familiarities

Pixar Renderman, Discreet 3D Studio Max, Newtek Lightwave

Awards

November 2004 Short film “Old Man and the Fish” received Grand Prize in Digital Cinema award from the Digital Art Awards 2004 in Tokyo, Japan.

October 2004 Short film "Old Man and the Fish" screened at Savannah Film and Video Festival in Savannah, GA
October 2004 Short film "Old Man and the Fish" screened at ION International Film Festival in Los Angeles, CA
January 2004 ANIMEX Student Animation Festival Finalist with short film "Traffik"
January 2004 Short film "Traffik" screened at Future Film Festival in Bologna, Italy
July 2003 Participant in SIGGRAPH 2003 Computer Animation Festival with short film "Traffik"

Publications

January 2005 Short film "Old Man and the Fish" featured in the Portfolio section of *Computer Graphics World*
July 2003 Featured in Hewlett Packard advertisement about the students in SIGGRAPH. Advertisement displayed in Millimeter Magazine and Video Systems Magazine.
August 2003 Featured in VFXWorld.com article, *Rick Baumgartner*, "Times Have Changed, Right?!"