



DAVID LAMB

animator

imdb
vimeo



Primary discipline in character, creature, and camera animation through all stages of production, from pre to final delivery.

Lifelong illustrator and visual storyteller, broadly trained with intermediate skills in modelling, rigging, lighting & rendering.

Technical problem-solver across departments, a capable communicator and effective animation lead comfortable giving and taking direction at any level.

EDUCATION

Animation Mentor

- Diploma for Advanced Studies in Character Animation
- Animals & Creatures Masterclass
- Lighting Your Shot Workshop
- Peer Buddy/Alumni Tutor
- Character concepts, modelling, surfacing, and rigging for *Circus Jam* short film.
- Modelling and asset prep for Bobby Beck's *Thistle One*.

Anim School

- Introductory modeling and rigging.

Drawing FORCE

- FORCE basics, FORCE anatomy, FORCE Shape ten week workshops with Mike Mattesi.

MORE

- Primetime Emmy Award Honoree "Outstanding Special Visual Effects" *Game of Thrones: The Bells*.
- TTF's Directors Masterclass
- ACME Network Mentor
- Mentor ACMSIGGRAPH Student Chapter FLORGI! Competition

EXPERIENCE

UBISOFT	Düsseldorf, DE	08.24 - ∞	<u>Lead Animator</u>
<ul style="list-style-type: none"> • <i>TBA</i> Lead animation for Ubisoft Dusseldorf's AAA co-dev team, unannounced Snowdrop project.			
DAMBUSTER STUDIOS	Nottingham, UK	10.23 - 03.24	<u>Lead Cinematic Animator</u>
<ul style="list-style-type: none"> • <i>Dead Island 2: SoLA</i> Lead cinematic animation, camera methodology, and collaboration between departments. Directing on-stage performance capture, guiding animators from pre to final in real-time Unreal sequences.			
FRAMESTORE	London, UK	07.21 - 09.23	<u>Senior Animator</u>
<ul style="list-style-type: none"> • <i>Guardians of the Galaxy Volume 3</i> • <i>TBA Television Series 2024</i> • <i>The Little Mermaid</i> • <i>Mickey 17</i> Responsible for block/primary/final character and creature animation as part of the post-production animation team. Camera/layout/previs upkeep from blocking to final render.			
HAPPY MUSHROOM	Los Angeles, CA	03.22 - 04.22	<u>Lead Animator</u>
<ul style="list-style-type: none"> • <i>Guild of Guardians</i> Gameplay and cinematic look-development for mobile RPG available on iOS and Android.			
THE MILL	Culver City, CA	05.21 - 06.21	<u>Senior Animator</u>
<ul style="list-style-type: none"> • <i>NDA'd medical proof-of-concept pitch</i> Gameplay and cinematic look-development for mobile RPG available on IOS and Android.			
DAY FOR NITE	Los Angeles, CA	04.20 - 04.21	<u>Senior Previs Artist</u>
<ul style="list-style-type: none"> • <i>Black Adam</i> Pre-production character and camera animation.			
MPC	Culver City, CA	01.20 - 04.20	<u>Senior Previs Artist</u>
<ul style="list-style-type: none"> • <i>Prehistoric Planet Seasons 1 & 2</i> Pre-production creature and camera animation.			
NAUGHTY DOG	Santa Monica, CA	01.19 - 10.19	<u>Animator</u>
<ul style="list-style-type: none"> • <i>The Last of Us Part II</i> Character and camera animation for in-game cinematics. Crowd "owner" - animation concept/design from basic scripting & previs, to on-stage direction/capture, to in-engine assembly & final.			
THE THIRD FLOOR	Los Angeles, CA	04.16 - 11.18	<u>Visualization Lead</u>
<ul style="list-style-type: none"> • <i>Godzilla: King of the Monsters (Techvis Supervisor)</i> • <i>Pokémon: Detective Pikachu (Visualization Lead)</i> • <i>Comcast Dome Experience (Previs Supervisor)</i> • <i>Tumblr Spot @ A52 Elastic (Previs Supervisor)</i> • <i>Independence Day: Defiance (Previs Lead)</i> • <i>Game of Thrones Season 8</i> • <i>Spiderman: Far From Home</i> • <i>Spiderman: Homecoming</i> • <i>Watchmen Season 1</i> • <i>Thor: Ragnarok</i> • <i>Chaos Walking</i> • <i>Skyscraper</i> • <i>L.O.R.D. 2</i> • <i>Dolittle</i> • <i>Venom</i> Pre-prod camera, layout, and character animation. On-set techvis design, interface between departments. Post-prod camera tracking, animation, and compositing. Lighting, rigging, FX using in-house libraries and tools. Animation direction/coordination between directors, supervisors, HODs, and remote previs teams.			
HIVE-FX	Portland, OR	03.14 - 12.15	<u>Animator</u>
<ul style="list-style-type: none"> • <i>GRIMM Season 3</i> • <i>GRIMM Season 5</i> Facial animation, match-moving, and camera tracking for weekly network television turnarounds.			
BENT IMAGE LAB	Portland, OR	05.14 - 09.15	<u>Animator</u>
<ul style="list-style-type: none"> • <i>Koodo Mobile Spot</i> • <i>Otriven Spot</i> Character animation for marketing spots directed by Rob Shaw and Paul Diener.			
UNDEAD LABS	Seattle, WA	07.14 - 05.15	<u>Animator</u>
<ul style="list-style-type: none"> • <i>Moonrise</i> Gameplay creature animation for unreleased turn-based creature collection game on iOS and Steam.			
ARCONYX	Los Angeles, CA	01.14 - 02.14	<u>Animator</u>
<ul style="list-style-type: none"> • <i>The Little Painter</i> Character animation for Kenny Roy's short film, <i>The Little Painter</i> .			
VICIOUS CYCLE SOFTWARE	Morrisville, NC	12.12 - 12.13	<u>Animator</u>
<ul style="list-style-type: none"> • <i>Pac Man and the Ghostly Adventures 2</i> • <i>Pac Man and the Ghostly Adventures</i> • <i>Turbo: Super Stunt Squad</i> Gameplay and cinematic character/camera animation. Script-assisted character rigging in 3DSMax.			
ELECTRONIC ARTS	Redwood Shores, CA	11.10 - 06.11	<u>Assistant Animator</u>
<ul style="list-style-type: none"> • <i>The Sims 3: Generations</i> • <i>The Sims 3: Pets</i> Biped, quadruped gameplay animation and implementation for The Sims 3 expansion team.			

www.davidblam.com
david@davidblam.com