



DAVID CHAMBERS

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EXPERIENCE

- Feb 2007 to Present
LEAD CONCEPT ARTIST
Zipper Interactive/ Sony. Redmond, Washington.
Direct other artists and modelers towards production goals and quality benchmarks. Provide original illustrations and designs in all areas on the SOCOM video game series. Create storyboards and animatics and provide direction for Sony Marketing. Assist art director in steering the look and feel of the games. Create promotional posters, graphics and wall murals. Be diverse and flexible and meet the many challenges brought before me. Interview and evaluate potential concept artists.
- May 2005 to Feb 2007
CONCEPT ARTIST
Next Level Games. Vancouver, B.C.
Produced environmental concepts and designs for game moments, F/X, destruction planning objects, destruction planning, as well as look and feel for colour and lighting. Provided texture examples and illustrated details for modelers and F/X artists – provided support and guidance for them as well. Developed initial designs and created guidelines for colour, mood and lighting. Created presentations for clients. Took an active role in design and story development. Attended teleconferenced planning meetings with THQ and Nintendo Japan. Interviewed potential employees and made recommendations.
- June 2003 to May 2005
CONCEPT ARTIST / OUTSOURCING MANAGER
Electronic Arts. Vancouver, B.C.
Designed visuals for new game proposals, front end and for production. Organized and designed car parts and graphics for vehicles directed outsourcing companies and managed three employees to ensure quality assurance and model correction. Designed Posters and Cover Art and created storyboards. Assisted with game design through written game design documents and wrote high concept documents for presentation. Involved in script writing development, AI consultation, and Motion Capture Planning. Recruited, evaluated and interviewed potential candidates to form my own team and for other areas of the games.
- Apr 2001 to Aug 2002
BACKGROUND / PROP DESIGNER
Studio B Productions. Vancouver, B.C.
Created background designs and props adhering to a tight schedule while providing work for three assistants. Assisted in the development of storyboards and anything else I could do to ease production times. Produced documents for presentation. Produced layouts using both traditional cut and paste techniques and computers.
- March 1992 to Dec 2006
FREELANCE CONCEPT ARTIST / ILLUSTRATOR
International
Freelance and Contract. Produced technical illustrations for clients such as: British Columbia Institute of Technology, BC Hydro, BC Gas, BC Transit, and Malaysia Gas. Designed educational materials, illustrations and schematics. Provided vehicle designs for the Packard Motor Car Company and a private military contractor for the US Special forces. Created logos, symbols, advertisements and illustrations for various clients.

EXPERIENCE

(Other)

Worked in law enforcement including: RCMP (Regular Constable in Richmond, BC), British Columbia Sheriffs (Deputy Sheriff in New Westminster, BC), and conducted document service and license plate seizures under contract (Deputy Sheriff) for the BC Attorney General, ICBC, and the BC Dept. of Motor Vehicles.

EDUCATION

- Sept 2002 to
May 2003 CAPILANO UNIVERSITY
North Vancouver, B.C.
Digital Animation
- Sept 1999 to
May 2001 CAPILANO UNIVERSITY
North Vancouver, B.C.
Commercial Animation
- Sept. 1987 to
May 1989 GEORGIAN COLLEGE OF APPLIED ARTS AND TECHNOLOGY
Barrie, Ontario.
Graphic Design / Minor in Mechanical Design

EDUCATION (Other)

Other education includes criminal law (RCMP and BC Sheriffs), French immersion (universite' Laval and University Du Quebec), Computer Graphic Design, Auto CAD, Mechanical design and Fine art.

SKILLS

Working knowledge of most design, postproduction and 3d programs including: 3d Studio Max, Softimage XSI and Maya. Can use most Adobe products

Interests include: Hiking, running, water-skiing, boating, woodworking, carving, chess, art and reconditioning old sports cars.

DIRECTORS

I have had the opportunity to work with the following directors:

Colleen Holub – What about Mimi
Josh Mephram - Being Ian
Neil Eskuri – Disney, Need for Speed
Terry Chui – Need for Speed, FIFA, NBA Street.
Russ Phillips – SOCOM
Rick Stringfellow – Need for Speed Underground, Contact
Henry LaBounta – Minority Report, Mission Impossible
George Murphy - Matrix, King Kong, Need for Speed: Most Wanted.
Kalvin Lyle – Mario Strykers Charged, Baldur's Gate
Habib Zargarpour – The Perfect Storm, Twister, Star Wars: The Phantom Menace.
Nilo Rodis-Jamero – Raiders of the Lost Ark, Star Wars, Star Trek, Poltergeist

FILMOGRAPHY

- 2001 Braceface
Studio B Vancouver for Nelvana Toronto
Background Revision and Clean-up
- George Shrinks
Studio B Vancouver for Nelvana Toronto
Background and Prop Design
- Bob and Margaret
Studio B Vancouver for Nelvana Toronto
Background Design and Clean-up
- 2002 What about Mimi
Studio B Vancouver / Teletoon Toronto
Background and Prop Design
- D' Myna Leagues
Studio B, Vancouver / YTV Toronto
Storyboards
- Something Else
Studio B Vancouver / TV Loonland, London, UK / Family Channel Toronto
Background, Prop and Character Design.

- 2003 Benny's Bodega.
Studio B, Vancouver / YTV Toronto
Initial Concept Designs
- Class of the Titans
Studio B, Vancouver / Teletoon Toronto
Initial Background Designs
- Being Ian
Studio B, Vancouver / YTV Toronto
Background Design and Painting
- 2004 Need for speed – Underground (Racing)
Electronic Arts, Vancouver
Vehicle, Environment and Graphic Design
- Need for speed – Underground 2 (Racing)
Electronic Arts, Vancouver
Vehicle, Engine Upgrade and Environment Design
Outsourcing manager (American and India Companies.)
- Need for speed – Most Wanted (Racing)
Electronic Arts, Vancouver
Vehicle, and Environment Designs, Police Consultant, Graphics
- 2005 WWE Titans (Wrestling) Cancelled
Next Level Games, Vancouver / THQ Los Angeles
Environment and Object Design
- Mario Strykers: Charged (Soccer)
Next Level Games, Vancouver / Nintendo Japan
Stadium, Character, Object and FX Design
- 2006 Super Mario Spikers (Volley Ball Wrestling hybrid) R&D
Next Level Games, Vancouver / Nintendo Japan
Stadium, Character, Object and FX Design
- 2010 MAG: Massive Action Game (MMO FPS shooter)
Zipper Interactive / Sony Redmond Washington
Concept Lead, Storyboards, Animatics
- SOCOM 4: US Navy Seals (Third person shooter)
Zipper Interactive / Sony Redmond Washington
Concept Lead, Storyboards, Animatics
- Undisclosed RPG
Zipper Interactive / Sony Redmond Washington
Concept Lead, Storyboards, Animatics, IP development