



DAVID CHAMBERS
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www.theconceptartist.com

EXPERIENCE

- Mar 2007 to Present
SENIOR CONCEPT DESIGNER
Relic Entertainment /THQ. Vancouver, B.C.
Providing Storyboards, Animatics Support, Matt Paintings, Style and Colour Guidelines, Visual Design Assistance and Concept Art including character and environment design.
- Mar 2007 to March 2011
SENIOR CONCEPT DESIGNER / GRAPHIC DESIGNER
Zipper Interactive/ Sony. Redmond, Washington.
Provided original illustrations and designs in all areas on the SOCOM video Game series. Created storyboards and animatics and provided direction for Sony Marketing. Assisted art director in steering the look and feel of the games. Created promotional posters, graphics and wall murals.
- May 2005 to Feb 2007
CONCEPT DESIGNER
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. Developed initial designs and created guidelines for colour, mood and lighting. Created presentations for clients.
- Jun 2003 to May 2005
CONCEPT DESIGNER / OUTSOURCING MANAGER
Electronic Arts. Vancouver, B.C.
Worked at what was known previously as Black Box Games in downtown Vancouver. 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 a team to ensure quality levels. Designed Posters, Cover Art and created storyboards. Involved in script writing development, AI consultation, and Motion Capture Planning due to my police background.
- 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 tight times.
- Mar 1992 to Present
CONCEPT DESIGNER AND ILLUSTRATOR – FREELANCE AND CONTRACT
IceHound Design. Burnaby/Langley, B.C.
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 contractor for the US Military. Created concepts, logos, symbols, advertisements and illustrations for numerous clients.

OTHER EXPERIENCE

Worked in law enforcement including: RCMP (Canadian Mounties 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 COLLEGE
North Vancouver, B.C.
Commercial Animation
- Sept. 1987 to
May 1989 GEORGIAN COLLEGE
Barrie, Ontario.
Graphic Design / Mechanical Design

OTHER EDUCATION

Other education includes criminal law (Canadian Mounties and BC Sheriffs), French immersion (Universite' Laval and University Du Quebec), Computer Graphic Design, Auto CAD, Mechanical design and Fine Art.

SKILLS

Understanding of most design, postproduction and 3d programs.

INTERESTS

Interests include: Hiking, running, canoeing, woodworking, carving, chess, art and reconditioning and maintaining a 1972 Datsun 240z sports car

FILMOGRAPHY

- 2001 Braceface (animated TV series – assistance & clean-up)
George Shrinks (animated TV series - designer)
Bob and Margaret (animated TV series - designer)
- 2002 What about Mimi (animated TV series - designer)
D' Myna Leagues (animated TV series - designer)
Something Else (animated TV series - designer)
- 2003 Benny's Bodega (animated TV pilot - designer)
Class of the Titans (animated TV pilot - designer)
Being Ian (animated TV series - designer)
- 2004 Need for speed – Underground (racing - all consoles – concept design)
Need for speed – Underground 2 (racing - all consoles – concept design)
Need for speed – Most Wanted (racing - all consoles - concept design)
Need for speed – Most Wanted: Black Edition (racing - all consoles – concept)
- 2005 WWE Titans (vs fighter - all consoles - cancelled - concept design)
Super Mario Strikers: Charged (sports - Wii - concept design)
- 2006 Super Mario Spikers (R&D, sports - Wii - concept design)
- 2010 MAG: Massive Action Game (MMO FPS - PS3 - concept design)
Undisclosed (IP Dev RPG - PS3 – cancelled – concept design)
Undisclosed (IP Dev TPS – PS Vita – concept design)
Undisclosed Production (IP Dev Film/Games – concept design)
Undisclosed Production (IP Dev Film/Games – concept design)
- 2011 SOCOM 4: US Navy Seals (TPS - PS3 – concept design)
Undisclosed Production (RTS – PC – concept design)