

David Szybala

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SOFTWARE / SKILLS

(A = Advanced, I = Intermediate, N = Novice)

3ds Max - A	MAXScript – A	Maya - A
Python - A	PyQt / PySide - I	SynthEyes - I
VRay – A	Deadline - I	Houdini - N
Zbrush – N	Photoshop – I	Illustrator – I
Nuke - I	Modo – N	Git – N
Fusion - I	Unreal - N	

EXPERIENCE

2016 – 2020: CGI Artist / Script Developer

Burrows

Responsibilities include data cleanup, product configuration, rendering, retouching, and tool/pipeline development.

2013 – 2016: Research and Development

Mackevision

Responsible for creating/maintaining production pipeline tools. Also assisting artists with daily workflow issues.

2007 – 2013: CGI Artist / Technical Director

LaDriere Studio

Responsibilities include conversion and clean up of CAD data, shader/texture creation and assignment, camera/object animation, lighting and final rendering. Primary projects involve automotive and product rendering.

2005 – 2007: Instructor

Baker College

Instructed 100 to 300 level courses in graphic design and computer technology.

EDUCATION

2011 – 2012: Mentored Visual Effects

Escape Studios

Intense nine month online course covering intermediate to advanced modeling, texturing, lighting and rendering in Maya.

2004 – 2006: Associate of Applied Science (Computer Animation)

Baker College

Studied courses that examined the fundamentals of 3D and animation.

1998 – 2002: Bachelor of Arts

Western Michigan University

Studied traditional art courses such as life drawing, painting (oil and acrylic), lithography,

photography, etc.

ADDITIONAL TRAINING

2008 – Present

fxphd (fxphd.com)

Courses include but are not limited to:

Introduction to Arnold	Introduction to RenderMan	Introduction to RenderMan Studio
Feature Film VFX Supervision	Introduction to Fusion	Intermediate Fusion
Maya Lighting and Rendering in Production	Production Quality Rendering in Maya with mental ray	Production Rendering Techniques with mental ray
Introduction to MODO Pt1	Introduction to MODO Pt2	A Comprehensive Guide to Vue
Introduction to SynthEyes	Introduction to SynthEyes 2011	Intermediate SynthEyes II
Secrets to Paint and Roto	Mathematics for Visual Effects and Design	

2008 – Present

CGWorkshops (cgsociety.org)

Workshops include but are not limited to:

Becoming a Better Artist	Hollywood VFX for Live Action Integration
Advanced Photorealism with mental ray	Iconic Heroine Design and Creation
Photoreal Environments For Film & Broadcast	Introduction to FX using Houdini