David Spriggs
Character Animator

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EDUCATION

Digipen Institute of Technology
Bachelor of Fine Arts in Production Animation
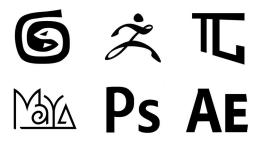2007 - 2011

SKILLS

Strong foundation in various traditional media, both from observation and imagination.

Produce production quality animations, ranging from cinematic to dialogue and game cycles.

Develop environment props and characters from concept to game ready assets.

PROGRAMS

EXPERIENCE

PIXELKA   06/12 - current
Freelance Animator (Maya)
- Rigged and animated 30 low poly characters for the iOS platform.
- Created walk, fly and idle animations for each character.
- Modeled and textured low poly environment assets.
- Adjusted/retextured existing models.

NIOPICA   03/12 - 01/13
Freelance Animator (Maya)
- Animated low poly characters for two 3ds titles, still in development.
- Created various cycles and idles for 11 animals.
- Between 10 and 40 animations per character.
- Made adjustments and addressed issues with provided rigs.
- Cleaned up or altered existing animations.

TEAM DISCO TANK *(Student game team)*   2011
Environment Artist
- Modeled and textured various environment props for the game 'Solstice'.

DIGIPEN INSTITUTE OF TECHNOLOGY   2011
Teacher's Assistant for 3DS Max and Maya
- Assisted students in following along in their introductions to 3ds Max and Maya, and assisted in solving technical issues as they arise in and out of class.

ROBOJAMS, INC. *(Student film team)*   2010 - 2011
Character Animator
- Animated two characters for a short film entitled 'Reel Worth', from the blocking stage up to polish, over multiple scenes.
- Secondary resposibilities included developing storyboard animatics in After Effects, creating environment concepts, and rendering various lighting passes

BAKER'S ARMS *(Student game team)*   2010
Generalist
- Animated creatures for the game 'Lumin Lacuna'.
- Modeled and textured characters and props. including the full environment
- Populated the world (prop placement).