



**DAVID FENG | CG ARTIST**

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SAN FRANCISCO, CA

Objective	Animation Generalist		
Experience	Jun 2009-Mar 2010	<b>Factory Games</b>	San Francisco, CA
	Senior Artist		
	<b>project</b> <ul style="list-style-type: none"><li>▪ <b>“Valet Hustle”</b> Environment artist, Motion Graphics, User Interface Design and Elements/Chrome, Concept Art, Website Design “ValetHustle.com”.</li></ul>		
Experience	Feb-Dec 2006	<b>Sony Computer Entertainment of America</b>	San Diego, CA
	Coordinator/CSG Animator		
	<b>projects</b> <ul style="list-style-type: none"><li>▪ <b>“Lair”</b> CG coordinator, Motion editing, Key frame and Facial animation.</li><li>▪ <b>“Warhawk”</b> Camera work, Motion Editing, Technical prep, Key frame animation.</li><li>▪ <b>“Socom IV”</b> Motion editing, Key frame animation, Asset checking.</li><li>▪ <b>“ATV Fury IV”</b> Motion data clean up, Motion editing.</li></ul>		
Experience	Jan-Sept 2005	<b>Education Management Corp</b>	San Diego, CA
	Mail Room Assistant		
	<ul style="list-style-type: none"><li>▪ Courier, shipping, receiving, operated mail meter, operated folding machine, inventory, copies, restocking, cleaning, assembling pamphlets</li></ul>		
Education	2007-2009	<b>Art Institute Of California-</b>	San Francisco, CA
	<ul style="list-style-type: none"><li>▪ MFA, Computer Animation.</li></ul>		
	2002-2005	<b>Art Institute Of California-</b>	San Diego, CA
Education	<ul style="list-style-type: none"><li>▪ B.S., Media Arts and Animation.</li><li>▪ Graduated <i>with honors</i>.</li></ul>		
	2001-2002	<b>San Diego State University</b>	San Diego, CA
	<ul style="list-style-type: none"><li>▪ Computer Science.</li></ul>		
Proficiencies	Autodesk Maya, MEL scripting, Motion Builder, Z-brush, 3dstudio Max, Adobe Aftereffects, Photoshop, Illustrator, Premiere, Final Cut Pro, Boujou, Macromedia Flash, Microsoft Word, Microsoft Excel		