27 years of combined experience working in games, film, and virtual reality. A broad range of expertise in all fields with extensive experience in most all disciplines of CG, namely: modeling, texturing, shading, lighting, compositing, stereo 3D, FX, animation, spatial audio, coding, prototyping and more. Currently looking for remote work preferably in the VR industry.

**EXPERTISE**

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EXPERIENCE



**CG Artist/VR Developer**

Tony Davidson

WORK HISTORY

**School of Communication Arts**

Raleigh, NC (1993-1994)

**EDUCATION**

|  |  |
| --- | --- |
| Receiver | (970) 731 0180 |
| Open envelope | tony@legacy-vr.com |
| Map with pin | Pagosa Springs, CO |
|  | www.legacy-vr.com |

**CONTACT**

* 3D Generalist (Film & Game)
* CG Look-Development
* Creative / Art Direction
* Game & Puzzle Design
* Programming & Prototyping
* Virtual-Reality Experience Design

**2013 - 2020**

Innervision Games | Ashland, OR

**Founder/Developer**

**Projects:** Thunderbird / Ethereon

**Tools:** Unreal 4, Unity 4, Playstation 4 DevKit, SteamVR, Oculus SDK, Maya, Substance Painter, xNormal, C++, Javascript

* Founded Innervision Games, created two VR experiences and released three demos on Oculus and Steam.
* Received award for Best VR Experience at the 2016 Unity Summit in Hollywood for Thunderbird: The Legend Begins.
* Ethereon was top-rated app on Oculus Share for more than a week & featured in (pre-facebook) Oculus 2013 VRJam.
* Innervision was awarded an Unreal Dev Grant from Tim Sweeney of Epic Games alongside Cyan Inc at VRDC 2016.
* Collaborated w/ Nimble in 2014 (purchased by Oculus) to create the look of “glowing” hands later adopted by Oculus.
* Collaborated w/ Nvidia in 2016 on the development & implementation of VRWorks along with ILMxLAB and Valve.
* Thunderbird was featured at the 2016 VRDC Booth hosted by Unreal along with many other venues like SV Comic Con, etc.
* Received media coverage in publications like Wired, CNET, VentureBeat, etc… including interviews as well as game reviews.
* Served as Surfacing Artist & Look Dev during production of 3 animated features at both LA and Redwood City Studios.
* Established the look of the first dragon character as well as exterior & interior environments for How to Train your Dragon.
* Developed the “wax” shader used to create the Bee Movie assets & environments then surfaced many of those key assets.
* Worked with Production Designer at Redwood City to establish the “Tex Avery” look needed for the creation of Madagascar 2.
* Worked directly with renowned cinematographer Roger Deakins to establish the look of the key Blacksmith location for HTTYD.

**2007 - 2010**

Dreamworks Animation | Los Angeles and Redwood City

**3D Look-development- Surfacing (Texture & Shading)**

**Projects:** How to Train Your Dragon/ Bee Movie / Madagascar 2

**Tools:** Deamwork’s Proprietary Software – Light & Paint (Linux) Renderman (Linux) and Photoshop (PC)

**2005 - 2007**

DNA Productions| Tyler, TX

**Lighting & Compositing Lead / Surfacing (Texture/Shading)**

**Project:** The Ant Bully (Warner Bros.)

**Tools:** Houdini (Linux) Slim & Renderman (Linux) Nuke (Linux) Body Paint (PC) and Photoshop (PC)

WORK HISTORY

Tony Davidson

WORK HISTORY

Page 2 of 3

* Led a team of 12 Texture Artists on the successful production of 32 complete sets and 35 characters for the film.
* Worked w/ Prod Designer Deane Taylor (Art Director on “The Nightmare Before Christmas”) to establish 3D Look of film.
* Worked closely w/ the Director in Berlin (on-site) during the development stage & then supervised production in Canada.

**2003 - 2005**

Bardel Entertainment| Vancouver, BC

**Texture Supervisor**

**Project:** Happily N’ever After (Lions Gate Entertainment)

**Tools:** Maya (PC) BNody Paint (PC) and Photoshop (Mac)

* Served as Texture/Shading Artist within the Surfacing dept on a variety of assets ranging from characters to vehicles.
* Also served as Lighter/Compositor within the lighting dept & led a small team of shot lighters during the production.
* Personally lit & composited (traditional & stereo 3D) over 30 shots for the film including the “million dollar money shot”.

**2001 - 2003**

Yantra Digital Arts | Asheville, NC

**Contract CG Artist/Animator (Freelance)**

**Projects:** Kiss Trivia Game (Sony), Crystal Key 2 (Dreamcatcher Int.), G.I. Joe (Hasbro), Age of Conan MMORPG (Funcom) & others

**Tools:** Softimage, Maya, Cinema 4D, 3DS Max, & Photoshop (PC)

* Established independent studio & contracted work for companies like Intel, Nvidia, Epic Games, Sony, Hasbro, etc…
* Created complete 3D environments & assets for many games as well as tech demos and an “Icy Hot” tv commercial spot.
* Contribution on Sony’s Kiss Trivia game and Hasbro’s Howard Mark’s casino both led to product price increases of 150%.
* Created the CG Art for Intel’s Advanced Light-mapping Technology Demo that was featured at Siggraph (LA) in 2000.

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**CONTACT**

**CG Artist/VR Developer**

**1998 - 2001**

Cinematix Studios| Mesa, AZ

**Art Director & CG Artist**

**Projects:** The Revenant RPG Game (Eidos Interactive)

**Tools:** 3DS Max, Maya, Lightwave 3D, and Photoshop (PC)

WORK HISTORY

Tony Davidson

WORK HISTORY

Page 3 of 3

* Established the look of an RPG-style Diablo “clone” and led a small team of 9 artists through the completion of the project.
* Performance on the project led to a budget increase of 35% as well a 25% price-point increase by the publisher (Eidos Int.).
* Hired & mentored a team of nine CG artists and assisted in the creation of more than 3,200 gaming “tiles” for the project.
* Played an instrumental role in the CG Look-development for the #1 selling computer gaming franchise of the 20th century.
* Established the CG look for many of the key assets of Riven via modeling, texturing, shading, lighting & animation.
* Created many key environments and recognizable assets which were later featured in the promotion of Riven.
* Worked closely with both Robyn Miller (creator of Myst) and Richard Vander Wende (Disney’s Alladin, ILM’s Willow, etc…)
* Co-developed a variety of (Lume) shaders during the production of Riven which were later purchased by Mental Ray.

**1995 - 1998**

Cyan, Inc. | Spokane, WA

**CG Look Development & Lead CG Artist (Modeling/Texturing/ Shading/Lighting/animation)**

**Project:** Riven: the sequel to Myst

**Tools:** Softimage & Mental Ray (SGI) and Photoshop (Mac)

For any questions or additional information, please feel free to reach out to me at **tony@legacy-vr.com**.

Gave a 30 minute talk on the topic of Virtual Reality at the Computer History Museum in San Jose hosted by SVVR in 2015 and attended by developers from Apple, Google, and many others.

ADDITIONAL MENTIONS

|  |  |
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**CONTACT**

**CG Artist/VR Developer**