

DAVE BONDI

Art Director

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EXPERTISE

Team Mentoring
Developing Workflows
Process Organization
Sculpting
Rigging
Animation
Game Design

TECHNICAL SKILLS

Digital

Unity
Unreal
Three.js
Maya
3ds Max
ZBrush
Mudbox
Final Cut
Adobe: Photoshop, Illustrator,
Premiere, After Effects,
Substance, Indesign.
html/css
PHP
Java
Python
Microsoft Project

Analog

Sculpture: Casting, Polyurethane
Resins & Foams, Metal, Wood
Illustration & Concept Sketching
Painting
Photography
Filmmaking

EDUCATION

BFA in Industrial Design &
Sculpture University of Michigan,
Ann Arbor

PROFESSIONAL EXPERIENCE

June 2013 – Present

Art Director/Senior Technical Artist, DBD, Los Angeles, CA

Team Lead and Developer of 3D interactive content for video game and VR/AR applications including animation, game design, art asset creation and pipeline integration R&D for clients such as Disney, Mattel and Google. Expert modeling (3ds Max, Zbrush), rigging (Maya), animation (Maya, 3ds Max) and scripting animation state machines in Unity and Unreal. Experience with stereoscopic 360/180 video.

February 2005 – Present

Art Toy Manufacturer, Designer, Digital Sculptor and Printmaker

Sculpture and production of limited-edition collectible vinyl art toys and archival giclee prints. Use of digital sculpture tools (Zbrush, 3dsMax), 3D printers (sls, fdm, polyjet) and large-format archival giclee printers. Managed manufacturing process with factories and suppliers from concept to final delivery and global distribution. Experienced mold maker and fabricator. Two sculptures inducted into the Designer Toy Hall of Fame (Possessed and Mr. Bunny).

June 2010 – June 2020

Character Animator, Secret Plan Studios, Los Angeles, CA

Character animation for “Food: Fact or Fiction?” - Cooking Channel

Character animation for “Through the Wormhole” - Science Channel

3D character animation for “Rotoloni Regina” - Campaign by Saatchi & Saatchi

Real-time and pre-rendered character animation for Disney Imagineering “Haunted Mansion” ride.

October 2005 – May 2006

Animator, South Park Studios, Los Angeles, CA

Part of the twelve-person animation team responsible for animating seasons 8 & 9 in less than a week per episode. Work speed and conformity to the South Park animation style were essential skills.

May 2004 – March 2005

Animator, Electronic Arts, Los Angeles, CA

“Medal of Honor: Pacific Assault”: Created in-game “A.I.” assets for a complex branching animation system. Animated and scripted (Python, MEL) cinematic cutscenes and in-game custom dialogue. Solved technical integration issues for the animation team production pipeline.

November 2002 – May 2004

Animator, Brain Zoo Studios, Los Angeles, CA

Realtime cinematic animation for Activision’s “Shrek 2” and “Pitfall Harry” video games (PS2, X Box)

February 1996 – July 2002

Producer, Lead Animator, Art Director, Gigawatt Studios, Los Angeles, CA

Producer, “Secret Agent Barbie”: Directed a twelve person development team. Supervised tasks and scheduling while assisting with technical and artistic direction. Managed client relationships while maintaining focus and vision. Completed localization in five languages.

Lead Animator, Art Director: Supervised real-time character animation. Collaborated with engineers to code hierarchical, morph-target and bone deformation animation systems. Created low polygon models for first generation 3d games. Directed motion capture sessions and developed data pipeline. Scripted branching animation systems for complex character behavior.

TEACHING

September 2007 – December 2008

Adjunct Professor of Art, California State University Dominguez Hills, Los Angeles, CA

Instructed students to use digital art software including Autodesk Maya and Adobe After Effects.

January 2003 – April 2003

Instructor, Lecturer, UCLA Extension, Los Angeles, CA

“Introduction to Computer Game Design”: Developed curriculum and taught game design.