

# David Krein

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## EXPERIENCE

**Freelance Character Animator**, Wayforward Technologies, "Happy Feet 2," "Centipede: Infestation" 2/11-7/11

- ♦ Animated characters off-site at the direction of the animation lead.
- ♦ Worked on various non-humanoid and humanoid characters of all body shapes.

**Character Animator**, Cheyenne Mountain Entertainment/Firesky, "Stargate: Resistance" 6/08-2/10

- ♦ Responsible for nearly all character animations involved in the release of Stargate: Resistance.
- ♦ Coordinated with programmers, designers, and technical animator to implement animations.
- ♦ Designed unique animations to bring out the character of each of the six different classes and body shapes.

**Animation Intern**, Cheyenne Mountain Entertainment, "Stargate Worlds"

- ♦ Transferred and adjusted animations between various characters using Character Studio.
- ♦ Animated various emotes, attacks, and sci-fi weapons.
- ♦ Skinned complex accessories and outfits onto avatar characters.
- ♦ Consulted on animation requirements for other projects in development.

**Animator/Character Designer**, Angry Weasel Entertainment, LLC. 10/06 – 4/08

- ♦ Created character concept sketches from written and verbal direction of designers.
- ♦ Modeled, rigged, and animated low poly game characters using Autodesk 3DS Max Character Studio.
- ♦ Worked closely with other artists, designers and programmers through weekly update meetings.
- ♦ Responsible for animating all characters and creating unique movements and loops for each one.

**Quality Assurance Tester**, D3Publisher of America, Inc., 4/07 – 6/07

- ♦ Tested pre-release videogame software identifying a variety of defects including crash bugs, graphic bugs and game play bugs.
- ♦ Trained in bug database entry and First Party Standards for several consoles, as well as internship training in Lead Tester responsibilities such as evaluations and test plans.

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## SKILL SUMMARY

### Autodesk 3ds max

- ♦ Experience animating with Character Studio, modeling specifically for smooth character animation movement, rigging with additional bone controls and texturing game characters under polygonal and time constraints.

### Autodesk Maya

- ♦ Experience rigging and animating basic custom bone rigs as well as modeling characters and environments with polygonal and subdivision surfaces.

### Motion Capture

- ♦ Experience in assisting the coordination of a small motion capture session and directing the inexperienced actor to guarantee appropriate exaggeration and variation in character.

### Adobe Photoshop

- ♦ Digital painting of textures from scratch, utilizing reference as well as painting illustrations and character designs.

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## EDUCATION

### Bachelor of Arts Degree in Animation

Collins College, Tempe, AZ

### Associate of Applied Arts Degree in 3D Art and Animation

DigiPen Institute of Technology, Redmond, WA