

# David Henion

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[www.RadiantVFX.com](http://www.RadiantVFX.com)

[www.linkedin.com/in/davidhenion/](http://www.linkedin.com/in/davidhenion/)

**3D Animation, Motion Graphics, and Visual Effects Artist with experience creating media for broadcast, corporate, film, and theme park projects with excellent communication, organization, and problem-solving abilities. See [www.RadiantVFX.com](http://www.RadiantVFX.com) for current demo reels.**

## SKILLS AND ACCOMPLISHMENTS

- 16 years experience across many industries and project design styles
- Motivated and results-driven to exceed client's expectations on-time and on-budget
- Thorough communication, attention to detail, organization, and time management skills
- Create stunning visuals with smooth motion, depth, and artistic use of light
- Background in Computer Science to solve complex design challenges
- Maya, After Effects, Photoshop and many other tools to tackle any project
- Using Unity for 8 months building a game, extensive coding and 3D asset generation

## WORK EXPERIENCE

### **3D Visual Effects and Motion Graphics Artist - Radiant VFX** **9/2008 – Present**

- Create tv commercials, corporate videos, animations, and VFX film shots
- Use Maya for all 3D work including model, texture, rig, animate, light, and render
- Use After Effects for all compositing, motion graphics, and visual effects work
- Involved in all aspects of projects from design and pre-viz through to final product
- Extensive knowledge of video formats, compression, frame rates, and conversions

### **Senior Media Designer - Universal Creative** **4/2011 – 1/2017**

- Created 3D animations, motion graphics, pre-viz, animatics, and final media for Universal theme park attractions worldwide.
- Projects included The Wizarding World of Harry Potter, Diagon Alley, Hogwarts Express, Escape from Gringotts, Despicable Me, Spiderman, Transformers, The Incredible Hulk Coaster, and others.
- Received a patent for work designing the projection system for the Hogwarts Express ride (#9,509,939.)

### **Art Director/Lead 3D Artist - Two Door FX** **6/2004 – 10/2008**

- Involved in and managed all aspects of visual effects, 3D graphics, and motion graphics for television and film.
- Duties included: project estimating, pre-viz, animatics, on-set VFX supervision, 3D modeling/rigging/lighting, animation, rendering, 3D camera tracking, compositing, color correction, and final output creation.
- Managed servers and in-house pipelines.

Switched careers in 2003 to pursue computer graphics and animation. Prior to that utilized computer science and engineering background across various Information Technology and Engineering Design jobs – full list of past work history available upon request.

## **EDUCATION**

### **Full Sail Real World Education – Orlando, FL**

#### **Associate Degree in Computer Animation**

Graduated valedictorian, Advanced Achievement Award, perfect attendance.

### **Rose-Hulman Institute of Technology – Terre Haute, IN**

#### **Bachelor of Science Degree in Computer Science**

CS degree with advanced mathematics and electrical engineering emphasis. Graduated magna cum laude.

## **IMDB Credits**

**Once Not Far From Home** - Visual Effects – 2006

**Robodoc** - Visual Effects – 2009

**Never Back Down 2: The Beatdown** - Visual Effects – 2011

**Transformers: The Ride – 3D** - Visual Effects – 2011

**Life's Rewards Season 1** - Visual Effects – 2021

**Life's Rewards Season 2** - Visual Effects – 2022

References and previous work experience available upon request.