

# David Henion

## 3D Animation, Motion Graphics, and VFX Artist

\*with a passion for skydiving



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## Overview

- 16 years experience creating media for broadcast, corporate, film, and theme park projects
- 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

## Skills

**Motion Graphics** - commercials, logo animations, corporate videos and events, UI design

**3D Animation** – I use Maya to model, texture, rig, animate, shade, light, and render using Arnold

**Visual Effects** - 3D camera tracking, CG elements to live plates, particle effects, plate cleanup, roto

**Pre-Viz** - product renders, animatics, shoot planning, architectural, sight line studies

**Compositing** - 2D, 2.5D, and 3D compositing, green screen, complex comps, color correction

## 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.

## 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.

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