

David Glicksman

Creative Technologist, Motion Graphics and Visual Effects Artist, CG Supervisor

2130 W 28th st
Los Angeles, CA 90018

david@AppliedEsoterics.com
<http://www.AppliedEsoterics.com>
310.382.0688

Experience

2003 - Present: Creative technologist, motion graphics and visual effects artist

- I deliver highly polished and technically challenging content under tight deadlines
- I collaborate with a wide variety of clients, directors and colleagues in many different environments
- I possess diverse creative, technical, and leadership skills

Notable Roles and Achievements:

Senior Animator and Creative Technologist at [Buck Design](#), 2016 - present

- Provided world class animation and custom tools and workflow solutions in a variety of new media

Chief Creative Technologist at [Positron](#), 2015

- Developed interactive experiences for major Las Vegas nightclubs, outdoor drone spectacles, and an interactive pavilion at Comic Con. Duties ranged from concept design and system architecture development to client management, art direction, technical direction, IT, and production.

Chief Creative Technologist at [V Squared Labs](#), 2014 - 2015

- Developed interactive experiences for major Las Vegas nightclubs, outdoor drone spectacles, and an interactive pavilion at Comic Con. Duties ranged from concept design and system architecture development to client management, art direction, technical direction, IT, and production.

Creative Technologist at [Electroland](#), Spring 2013 - Winter 2013

- Developed systems, analytic tools and design docs for major interactive architectural installations
- Designed technical guidelines and tools for 3rd party content developers
- Adapted proprietary show control systems to address over 50,000 LEDs as a seamless video wall
- Developed interactive content using machine vision and custom animation tools

CG Supervisor at [Wolf & Crow](#), Spring 2012

- Led a team of ten artists promoting the 2012 Grammy awards while also serving as lead animator
- Designed pipeline and workflow, developed tools to integrate Houdini, 3DS Max and Maya
- Created product demonstration and technical animations for Apple Computer, used in Tim Cook's keynote address introducing the 4th generation iPad with retina display
- Created schematic animations for Gehry Partners' proposal for the National Art Museum Of China

Animator at [Shadowplay Studio](#), Spring 2010

- Collaborated with the Art Director and CG Supervisor to create main titles for the movie The Ward
- Developed a unique collaborative workflow, allowing the director to interactively explore a complex physics simulation while choosing shots

VFX Animator at [Uncharted Territory](#), 2009

- Contributed to many effects shots for the acclaimed LA destruction sequence in the film *2012*
- Developed and executed complex simulations of structural and terrain destruction
- Simulated natural systems such as falling trees, swaying telephone wires, and tumbling debris

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Experience Cont'd

Industry Sectors Served:

Experience and Live Event Design, Industrial Design and Fabrication, Site Specific Installations, Motion Graphics, Broadcast and Film VFX, Previsualization, Games, Music Videos, Web Content, Live Performance Graphics, Educational and Instructional Animation, Architectural Visualization

Major Clients and Brands

Paramount Pictures, V Squared Labs, AEG, Electroland, Wolf & Crow, Buck Design, Brand New School, Stardust, Logan, Shadowplay Studio, Imaginary Forces, Google, Apple Computer, Samsung, Coca Cola, Gehry Partners, DirecTV, Comedy Central, Nickelodeon, VH1, Electronic Arts, NFL, Warner Brothers, Ubisoft, Yahoo, Activision, National Geographic, Nike, Target, and many more...

Expertise

Production-Proven Technical Skills

2D and 3D Animation, Projection Mapping, Physical Computing (Kinect, Leap, Arduino, etc), Realtime Graphics, 3D Modeling, Lighting, and Rendering with various 3D packages, Scripting and Tool Development, Interaction Design, Dynamics/Physics Simulation, Fluid/Fire/Environmental Effects Simulation, Hair/Cloth/Destruction Simulation, Node-Based Compositing, Previsualization, Particle Systems, Realtime/Interactive Systems, Camera and Motion Tracking

Tools

Touch Designer, Python, Processing, 3D Studio Max, Cinema 4D, Maya, After Effects and other CS packages, V-Ray, Thinking Particles, Fume, Krakatoa, RealFlow, Particular/Form/Mir, PFTrack/Boujou/SynthEyes, Nuke, Shake, Final Cut Pro, Javascript/HTML/CSS, and many more...

Education

BA in Media Studies, Computer Engineering focus
UC San Diego

Interests and Professional Development

Interaction Design, Fabrication, and Creative Code

- Established and maintain an employment site for Los Angeles based Motion Graphics and VFX professionals. Currently serving 80+ members at <http://www.sanity-clause.com>
- Actively developing skills for interactive artistic projects using such tools as Touch Designer, Unity3D, Processing, GLSL and Quartz Composer
- Developed art projects as well as adaptive tools for the disabled using the Kinect and Arduino