



# DSR

# DAVID S RODRIGUEZ

3D ARTIST | [WWW.DSR3D.ARTSTATION.COM](http://WWW.DSR3D.ARTSTATION.COM)

## OBJECTIVE

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I seek to bring visual concepts to life by working with a motivated group of designers, artists, and innovators.

## SKILLS

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**Learner** – I have a great desire to learn and to continuously improve.

**Connectedness** – I find a connection with people I meet. This builds a bridge allowing me to work with anyone I am placed with.

**Responsibility** – Completing tasks is important to me. I take ownership of what I say I will do.

**Communication** – I make others feel comfortable and open to discussion, drawing them in with words.

**Positivity** – My smile is contagious.

## EXPERIENCE

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### MENTORSHIP • CG SPECTRUM • 2017 – 2018

- One-on-One tutoring with Jeremy Chinn
- Daily instruction in Advanced 3D Modeling Techniques
- Obtained a strong understanding of the Visual FX Pipeline
- Mastered the use of ZBrush, its integration with Maya and Modo, and bringing final renders to completion

### THEATRE TECHNICIAN • THE METROPOLITAN OPERA • 2009 – 2016

- Became the most trusted Stagehand in the Opera House
- Built working relationships between various departments on a level rarely seen backstage.
- As a Journeyman Scenic Carpenter, I led crews in the construction and rigging of scenery for new productions

### SCENIC CARPENTER • CBS CORPORATION • 2012

- Part of the team building the new set for Anderson Cooper and the redesigned CBS Sports Center.

### EVENT PRODUCER • ART MEETS COMMERCE • 2006 – 2008

- Managed company's *Nightmare: New York's Most Terrifying Haunted House*, rated one of the best in the U.S.

## EDUCATION

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- NEW YORK UNIVERSITY – TISCH SCHOOL OF THE ARTS
- CG SPECTRUM
- 3D TRAINING INSTITUTE

## SOFTWARE PROFICIENCY

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- MAYA | MODO | ZBRUSH | MARVELOUS DESIGNER | V-RAY | KEYSHOT | PHOTOSHOP



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