

Damon Woods

Lead Character Artist/ Art Director

www.dkwoods.com

dkwoods3d@gmail.com

(949) 322-7334

EXPERIENCE

Survios, Culver City, CA — Character Art Director

APRIL 2016 - PRESENT

- Westworld: Awakening
- The Walking Dead: Onslaught
- Battlewake
- Creed: Rise to Glory
- Electronauts
- Sprint Vector
- Raw Data

Created AAA quality character concepts, models, texturing, materials, and key-art

Define the vision and scope for the character art team consisting of multidisciplinary artists

Mentor and advise artists to further their skills and career development

Gnomon School of Visual Effects, Los Angeles — Instructor

JANUARY 2019 - PRESENT

Teaching core techniques and principles of character modeling and digital sculpting.

CG Master Academy, Los Angeles — Instructor

JULY 2015 - MARCH 2018

“Character Art for Games”. A 10 week online course covering character design, digital sculpting, game-res modeling, texturing, and materials.

Encore VFX/ Deluxe, Burbank, CA — Senior Character Artist

FEBRUARY 2016 - OCTOBER 2016

Modeled and textured high end CG Creatures and “Digi-Doubles” for TV Production

-Flash TV Series

-Supergirl TV Series

Obsidian Entertainment, Irvine, CA — Character Artist

JULY 2015 - FEBRUARY 2016

Modeled and Textured creatures and characters:

-Pillars of Eternity

-Tyranny

Kojima Productions- LA, Los Angeles, CA — Character Artist

JUNE 2014 - JULY 2015

-Metal Gear Solid V: The Phantom Pain (2016)

The Art Institute of California, Hollywood — Instructor

APRIL 2014 - JULY 2014

Teaching core techniques and principles of character modeling and digital sculpting.

Brain Zoo Studios, Van Nuys, CA — 3D Artist

AUGUST 2011 - JULY 2014

Modeling, texturing and material creation. Cinematic lighting using Mental Ray.

Compositing render layers using After Effects.

Inhance Digital, Los Angeles — 3D Generalist

JANUARY 2011 - AUGUST 2011

3D Modeling, texturing and material creation. Cinematic lighting using V Ray.

EDUCATION

The Art Institute of California-Orange County, Costa Mesa, CA — Bachelors of Science- Media Arts & Animation

2008- 2010