

# DAVID M JONES

LEAD CHARACTER ARTIST

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## CONTACT

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- Baltimore, MD

## EDUCATION

Savannah College of  
Art and Design  
BFA Animation 2005

## SOFTWARE

- Zbrush
- Maya
- Blender
- Wrap
- Marvelous Designer
- Substance Painter
- Photoshop
- Marmoset Toolbag
- Unreal Engine

## SOCIAL

    
@dmjstudios

## PROFESSIONAL EXPERIENCE

● October 2008 - Present

### Lead Character Artist

Firaxis Games | Sparks, MD

Create characters and associated props for the Civilization and XCOM series. Lead and mentor an internal team of junior to senior character artists. Establish character pipeline, delegate tasks to team, and provide support for the execution of assets. Collaborate with Art Director to provide concept direction and style maintenance. Assist engineering team with feature requests, engine feedback, and budget guidance. Provide direction, source materials, and feedback to external outsource teams in the US, China, Eastern Europe, and India.

### Shipped Titles

- XCOM: Chimera Squad (PC) – Lead Character Artist
- Civilization VI: New Frontier Pass (PC) – Lead Character Artist
- Civilization VI: Gathering Storm (PC) – Lead Character Artist
- Civilization VI: Rise and Fall (PC) – Senior Character Artist
- XCOM 2: War of the Chosen (PC) – Senior Character Artist
- Sid Meier's Civilization VI (PC, Xbox One, PS4, Switch) – Lead Character Artist
- Sid Meier's Civilization: Rising Tide (PC) – Lead Character Artist
- Sid Meier's Civilization: Beyond Earth (PC) – Lead Character Artist
- Sid Meier's Civilization V: Brave New World (PC) – Senior Character Artist
- XCOM Enemy Unknown (PC, Xbox, PS3) – Senior Artist
- Sid Meier's Civilization V: God's and Kings (PC) – Senior Character Artist
- Sid Meier's Civilization V: DLC (PC) – Senior Character Artist
- Sid Meier's Civilization V (PC) – Senior Character Artist

● January - March 2015

### Online Instructor

Digital Tutor | Tulsa, OK

Created, filmed, and voiced an original, 21-session course on creating realistic clothing in Zbrush. In the context of constructing a cowboy character, sessions included: building fold brushes, identifying the tension points of the body, analyzing external forces and underlying forms through reference and exercise, and the seven main fold shapes.

● Decemeber 2005 - October 2008

### Senior Character Artist

Virtual Heroes | Cary, NC

Created character models, textures, and character rigs for simulation, training, and educational games. Additional duties included key frame animation and editing motion capture data.

### Shipped Titles

- America's Army (version 2.7)
  - Adaptive Learning and Thinking (ATL)
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