

David Silva - Level Design - 3D Art - Animation

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Portfolio: <https://www.davidsilvadesign.cv/portfolio/>

Animation Reel: <https://vimeo.com/366644125?fl=tl&fe=ec>

Layout Animation Reel: <https://vimeo.com/1141544840?fl=pl&fe=sh> Password: 1305

Work experience

1. Level Designer and later Asset Specialist (remote), Futureverse (New Zealand) Sep 2022 - May 2025

Worked on FIFA AI League, Muhammad Ali: The Next Legends, RAICERS and Readyverse.

- Level greyboxing and finalization, perspective shots of key world areas and landmarks.
- Planning of players expected path and alternate paths.
- Light baking in Unity and real-time Lumen lighting in UE5.
- Creation of highly detailed level design/environment art documentation for studio reference.
- Creation of 3D Environment art.
- Creation of simple OnCollision player interactions via visual scripting.
- Rendering of cinematic camera fly-through animations.

Worked on Barça Pass a WebGL avatar creator site for the Barcelona FC.

- Game engine and WebGL mesh compliance checks + adjustments of over two hundred 3D assets.
- Creation of over one hundred 3D assets from clothing to accessories to haircuts that fit multiple different shaped avatars (fit, chubby, male, female, etc).
- Lighting, lookdev and optimization of the main 3D level where players create their avatars (locker room).
- Creation of Unity shader graphs for avatar creation experience e.g. hologram shader while mesh loads.

2. Level Designer/3D Environment Artist (remote), Phat Loot Studios (New Zealand) Nov 2021 - Aug 2022

Worked on Untamed Isles a monster taming MMO RPG.

- Planning/sketching of players expected path and alternate paths.
- Level greyboxing and finalization, perspective shots of key world areas and landmarks.
- Terrain sculpting and painting.
- Biome design and vegetation distribution with custom procedural Unity tools (plug-ins).
- Iterated based on play-testing.

3. AR/VR - 3D Generalist (on-site), Xennial Digital (Colombia and USA) Jan 2018 - Nov 2021

Worked on multiple virtual reality and augmented reality experiences for education and on the job safe training.

- Creation of 3D models, textures, shader graphs and renders.
- Creation 3D rigs and animations.
- Creation of highly optimized 3D environments and level design (for archviz and games).
- Compositing of AOVs for archviz using 3DS Max and Vray.
- Baked lights, created lightmap UVs and post processing profiles in both Unity and Unreal Engine 4.27.

Technical skills

- Level design.
- Level art.
- Baked and RT lighting+postprod.
- Highly optimized 3D game art.
- Cinematography and rendering.
- 3D animation.
- AOVs compositing.
- Video and audio editing.
- Game engine implementation.

Software I know

3D: Autodesk Maya, Blender, ZBrush, Substance Painter, Substance Designer, Unity, Unreal Engine.

2D graphics and video editing: Photoshop, After Effects, Premiere Pro, InDesign, DaVinci Resolve, Nuke.

Soft skills

- Team work.
- Issue resolution.
- Verbal communication.
- Can do attitude.
- Ability to work to a deadline.
- Professionalism.
- Bilingualism (English - Spanish).
- Analytical thinking.

Education

Diploma of animation (advanced)
Yoobee College of Creative Innovation
(Auckland, New Zealand)
2016-2017

Key modules:

- Traditional drawing.
- 3D modeling/sculpting, texturing, rendering, comp.
- VFX.
- 3D character animation and rigging.

Achievements:

Wrote and directed "Arthur's Quest" final short film.

Multimedia and audiovisuals
Jorge Tadeo Lozano University
(Bogotá, Colombia)
2011-2015

Key modules:

- Illustration.
- 3D animation - 2D animation.
- Sound Design.
- Video and audio editing.

Achievements:

Wrote and directed "Inocencia invisible" final short film.

References

Scott Thomson - New Zealand
Art Team Lead
Tel: +64 21961148
Email: thomsonsst@live.com

Alejandro Rodriguez - Colombia
Chief Creative Officer (CCO)
Tel: +57 3112377600
Email: alejandro.rodriguez@xennialdigital.com

Activities/interests

- DSLR photography.
- Extinct creatures.
- Cartoons (3D and 2D).
- Musical composition (I play guitar and a bit of drums).
- Video games (Card, turn based strategy, 3D platformers, racing, rhythm, tower defense, sports).