

# DAVE CHAMBERS – CONCEPT ART, STORYBOARDS, VIDEO, DESIGN

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An empathetic and approachable artist with a hands-on approach towards creating visuals, promoting trust and communication. An innovator, with experience in promotion, presentation, white papers, infographics, reports, exhibitions, games, animation, story, video, VR and mixed reality, visual and human-centered design.

**Art Director Experience**  
**Outsource Management**  
**Experienced Concept Artist**  
**Animation Background 2D/3D**

**Large and small team direction**  
**Both art and tech fluent**  
**Adept hiring manager**  
**Storyboard Artist**

**MMO experience**  
**Presenter & Promoter**  
**VR and AR development**  
**Mobile game experience**

## EXPERIENCE

### **CONCEPT ARTIST, STORYBOARD ARTIST, DESIGNER**

Jan 2003 to Present

*The Concept Artist, Metro Vancouver, B.C.*

Professional Concept and Storyboard Art, Experiential Design, Promotion and Marketing Art, Film and Game Visuals.

Presently creating backgrounds for Tom & Jerry (Warner Bros.) w/ Renegade Animation and Slap Happy Cartoons. Commitment ends Feb 5, 2021.

### **LAYOUT SUPERVISOR**

June 2019 to May 2020

*Atomic Cartoons, Vancouver, B.C., Canada.*

Layout Supervisor of a large team (20+), on a hi volume, fast-paced Emmy award winning animated production.

### **GRAPHIC DESIGNER**

Nov 2018 to Mar 2019

*XBOX, Microsoft, Redmond, Washington, USA*

Provide artistic support and visual marketing materials for XBOX Marketing and Sales.

### **CONCEPT ARTIST, ART DIRECTOR**

June 2018 to Nov 2018

*Microsoft, Redmond, Washington, USA*

Cognition R&D: HoloLens 2. AR, VR and emerging technology. Headsets and mobile. Tented - cleared for secure access.

Concept and design support for HoloLens 2, a winning \$480 million US Army HoloLens 2 military 'IVAS' white paper proposal and protected AR and VR projects.

Art Direction: Create design briefs and supporting documentation. Provide direction, test, evaluate and provide feedback on internal and outsourced VR assets including avatars and environments for games and business applications. Create promotional artwork for several confidential projects, as well as concept art, design, new style development, key art, storyboards, directional mood boards, paint overs, design layouts and photo-comps.

<b>ART DIRECTOR</b> <i>DHX Media, Vancouver, B.C.</i>	Sept 2017 to May 2018
<b>GRAPHIC DESIGNER, CONCEPT ARTIST</b> <i>Microsoft, Redmond, Washington, USA.</i>	May 2016 to Aug 2017
WINDOWS 10 - Windows Movie and Photo app. Research and develop new ideas using inclusive human-centered design methods and provide visual proof of concept.	
<b>LEAD DESIGNER, ART DIRECTOR</b> <i>Nerd Corps Entertainment, Vancouver B.C. , Canada.</i>	Mar 2015 to May 2016
<b>ART OUTSOURCING MANAGER</b> <i>Smoking Gun Interactive, Vancouver, B.C., Canada.</i>	Jan 2014 to July 2014
<b>LEAD ARTIST</b> <i>GameHouse / Real Networks, Victoria, B.C., Canada.</i>	Mar 2013 to Jan 2014
<b>SENIOR DESIGNER</b> <i>DHX Media, Vancouver, B.C., Canada.</i>	Apr 2012 to Oct 2012
<b>SENIOR CONCEPT ARTIST</b> <i>Relic Entertainment/SEGA, Vancouver, B.C., Canada.</i>	Mar 2011 to Mar 2012
<b>SENIOR CONCEPT ARTIST, GRAPHIC DESIGNER</b> <i>Zipper / Sony, Redmond, Washington., USA.</i>	Mar 2007 to Mar 2011
<b>CONCEPT ARTIST</b> <i>Next Level Games. Vancouver, B.C., Canada.</i>	May 2005 to Feb 2007
<b>CONCEPT ARTIST, OUTSOURCING MANAGER</b> <i>Electronic Arts, Vancouver, B.C., Canada</i>	Jun 2003 to May 2005

## EDUCATION

**CAPILANO UNIVERSITY**  
*North Vancouver, B.C., Canada*  
Animation (Design and Concept Art) 2D and 3D

**GEORGIAN COLLEGE**  
*Barrie, Ontario, Canada*  
Graphic Design (Print Design & Photography)

## SKILLS

Maya, 3ds Max, ZBrush, Adobe Dev Suite including video, MS Office including Excel, PowerPoint, Jira, Shotgun production software, Perforce, G Suite.

## INTERESTS

Canoeing, woodworking, gardening, oil and acrylic painting and fixing up old cars and trucks.