David Eustice

3D ART & CODE

ABOUT

Creative, motivated, and versatile 3D artist with 15+ years of experience in the 3D Development industry. Strong expertise and and experience in workflows such as 3D Artwork, PBR Materials, WebGL Frameworks, and Game Development.

EXPERIENCE

VISUAL DEVELOPER
LANDSCAPE STRUCTURES, INC.| AUGUST 2024 - PRESENT
- Develop, enhance, and maintain an in-house playground design and configuration application in Unity using C#
- Develop tools with MAXScript to automate tasks and enhance workflow efficiency for the team's 3D designers

DESIGN VISUALIZATION SPECIALIST
BOLTON & MENK, INC. | JULY 2022 - AUGUST 2024
- Produced 2D & 3D Visualizations and 3D Fly-By animations with VRAY and Unreal Engine
- Developed Interactive WebGL and Virtual Reality experiences with Unity and BabylonJS
- Created Motion Graphics and Animations for corporate videos, marketing, and promotions

EXTENDED REALITY ENGINEER
THE BERNARD GROUP | MAY 2022 - JULY 2022
- Designed and developed immersive VR experiences enabling users to configure products and environments

SENIOR 3D ARTIST
REVALIZE SOFTWARE (FORMERLY AXONOM, INC.) | JANUARY 2014 - MAY 2022
- Performed retopology of 3D CAD models to create optimized assets for AR, VR, mobile, and WebGL-based product configurators, ensuring performance efficiency and visual fidelity
- Created optimized 3D models, UV maps, and PBR textures for a diverse range of products for the Unity game engine, consistently meeting tight deadlines
- Developed interactive features for 2D applications and 3D WebGL frameworks using JavaScript, including Babylon.js and Three.js, enhancing user engagement and functionality

3D & MOTION GRAPHICS ARTIST
L3 HARRIS (FORMERLY AEROSIM TECHNOLOGIES) | SEPT 2008 - JAN 2014
- Created high-resolution renderings and animations for aviation courseware with 3ds Max
- Developed 3D interactive maintenance training simulations using the Unity game engine
- Designed motion graphics for marketing campaigns and courseware

EDUCATION

THE ART INSTITUTE OF MINNESOTA
OCT 2001 - DEC 2005

BACHELOR OF COMPUTER SCIENCE IN
VISUAL EFFECTS AND MOTION GRAPHICS

PERSONAL INFO

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🌐 WWW.DAVID-EUSTICE.COM

CORE SKILLS

- ☑ LOW-POLY AND HIGH-POLY MODELING
- ☑ UNWRAPPING AND UV MAPPING
- ☑ TEXTURING AND PBR WORKFLOWS
- ☑ HIGH RESOLUTION RENDERING
- ☑ WEBGL FRAMEWORKS
- ☑ 3D PROGRAMMING
- ☑ MOTION GRAPHIC DESIGN

TECHNICAL SKILLS

- ☑ **3D:** 3DS MAX, SUBSTANCE PAINTER, BLENDER
- ☑ **2D:** PHOTOSHOP, ILLUSTRATOR, INDESIGN
- ☑ **ENGINES:** UNITY, UNREAL, BABYLON.JS, T
- ☑ **VIDEO:** AFTER EFFECTS, PREMIERE
- ☑ **RENDERING:** TWINMOTION, VRAY, CORONA
- ☑ **CODE:** JAVASCRIPT, C#, MAXSCRIPT, PYTHON, CSS, HTML