David Wells

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Art Institute of Colorado Education Denver, CO January 2004 to June 2008 **Bachelor's Degree, Media Arts & Animation** Skills Strong abilities in digital art, concept designs of character, objects and scenery, traditional animation, and graphic design elements. Knowledgeable in Adobe Creative Cloud products with an emphasis. Knowledgeable with 3d modeling software including 3ds Max, Maya, and Blender. Experience with work flows utilizing JIRA and with SCRUM-based work flow. Experienced in working with external vendors and working directly with clients with various individual style specifications. Drawing, sketching, illustration, animation, storytelling, science fiction, Interests high fantasy, retro video games, cryptozoology, true crime documentaries

Work Experience Pearson Education Iowa City, IA & Austin, TX January 2010 to present Senior Multimedia Artist

- Art production for print & online standardized education testing.
- Worked on specific art style creation & implementation for multiple state education programs, documenting art style and distributed to internal teams and external vendors.
- Worked directly with multiple clients to define & follow set style guidelines for art, animation, and production. Collaborated with multiple teams to implement art style standards across multiple projects of varying styles.
- Developed and documented internal processes for multimedia files, such as audio & video files, as well as documented multiple styles for various projects for internal and external team members.
- Problem-solving issues with outside vendor audio, video, and animations. Created and documented process for identifying and resolving issues with said multimedia files to various groups and team members.
- Working through JIRA and ABBI, communicated with multiple teams based on an established work process to identify, resolve, and document issues & resolutions, specifically with artwork, art styles, and multimedia files along a server-based work flow pipeline.

References Upon Request.