

# dave hale

• technical artist •

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## Objective

Obtain a position producing imagery with creative technical solutions, granting the opportunity to see my skills in production and gain experience from a team of talented and motivated artists.

## Technical Experience

### Primary Tools:

Houdini  
Maya  
ZBrush  
Shake  
RenderMan Studio  
Adobe Creative Suite

### Secondary Tools:

PfTrack  
Boujou  
Final Cut Studio  
RealFlow  
Mudbox  
BodyPaint 3D

### Environments:

Linux/Mac/Windows  
Python  
RSL  
MEL  
HScript  
BASH  
C, C++

## Education

BFA Visual Effects - Savannah College of Art and Design, Savannah, GA. March 2009

## Work Experience

### *SCAD Group Inc., 2007-present | Systems Support Staff - Linux & 3D Applications Specialist*

Update, improve and maintain the Linux base, intranet site, problem report system, and 500 node renderfarm. Personally developed high quality video sharing service for students utilizing BASH, Python, PHP/MySQL, and many custom compiled libraries, which SCAD officially adopted for use across all campuses worldwide. Personally rebuilt Linux base image from scratch to migrate to 64bit. Personally responsible for integration of RenderMan for Maya, Houdini 9.x and Houdini to RenderMan on the renderfarm. Assist students, faculty and staff with technical problems.

### *Digital Camera Studio, 2003-2004 | Printmaster/Graphic Designer*

Assisted in the startup of a digital print shop, to design, print, and do photographic reconstruction.

## Awards / Recognition

Work featured in CineFex and Post Magazines - SCAD Visual Effects advertisement

SideFX Houdini Master Certification - Level 3

Work featured in SCAD Catalogue 2009, and SCAD Visual Effects and Film Reels

Artistic / Academic Combined Merit Scholarship - Savannah College of Art and Design

Deans List - Savannah College of Art and Design