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| **David J Hixon** | [david@hixonart.com](mailto:david@hixonart.com) • 703-944-4759  [linkedin.com/in/davidjhixon/](https://www.linkedin.com/in/davidjhixon/) • Atlanta, GA  Website: HixonArt.com |

# 3D Artist/Generalist

Tech-savvy and solution-oriented professional with hands-on experience in managing 3D animation projects and creating graphics, visual effects, animations, and videos by using 3D modeling, texture, mapping, and other techniques.

# Qualifications Summary

* Skilled at integrating 3D elements into plate photography, creating photo-real scenes and landscapes, ensuring technical accuracy, and managing motion capture, painting, sculpting, and rigging.
* Well-versed in executing VFX tasks, including modeling, lighting, animation, look development, and texturing.
* Proven record of collaborating with artists, understanding project requirements, and conceptualizing creative ideas.
* Capable of lighting, compositing, and troubleshooting shots for TV and animated films; and interpreting color keys.
* Out-of-the-box thinker and creative problem-solver with exceptional interpersonal, leadership, and analytical skills.

# Areas of Expertise

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| * 3D Animation * VFX Tasks Management * Team Leadership & Training | * Modeling & Lighting * Texturing & UV Mapping * Project Management | * Scripting/Pipeline Optimizing * Troubleshooting * Look Development |

# Technical Skills

Blender, Maya, Substance Painter, Substance Designer, DaVinci, Nuke, Mudbox, 3D Printing, Chitubox, 3D Capture, 3D Sculpting, VFX Supervision, RealFlow, After Effects, Premier, Photoshop, Synth Eyes, Side FX Houdini, Generative AI, and Unreal Engine.

# Career Experience

**Lead 3D Animator at ECG Productions, Atlanta, GA** **2016 - 2023**

Promoted from Animator to Lead 3D Animator. Supported and upskilled team members and interns by providing training on animation, research, and development. Defined animation pipelines for maximum quality and efficiency.

* Facilitated numerous clients by creating 2D, 3D, and VFX videos.
* Planned and managed complex 3D animation projects from inception to completion within time and budget.

# Example Projects

## Sunnata Family of Products, Lutron

* Directed and lead a team to develop photo-real 3D informational video for Lutron, showcasing new Sunnata light switches.

**Pro Controller Videos, SCUF**

* Converted CAD files for use in Maya, repaired geometry and textures, lit and animated, added fluid effects.

**Hey Dave/Florida Panthers, Fox Sports**

* Facilitated Fox Sports by producing 2D and 3D animated videos with team, including 3D-rendered panther with fur.

# Awards & Recognitions

**Bestowed** with silver and gold awards at 42nd Annual Telly Awards. **Winner** at the LAFA awards. **Finalist** at the Cannes World film festival in 2021. (*Generation Ocean: Sharks*)

**Won Best Documentary** at the Julien Dubuque International Film Festival in 2022. (*Against All Odds – Surviving the Holocaust*)

**Achievements:** National Dean’s List | Various Dean’s and President’s Lists

**Additional Experience:** Imaging Technician at National Geographic Society

**Volunteer Experience:** Vice Chair ACM SIGGRAPH Student Chapter | SIGGRAPH 2013/2015 Student Volunteer

# Education & Credentials

**B.F.A.: Animation, Minor: Technical Direction Graduated Magna Cum Laude at** Savannah College of Art and Design, Atlanta, GA

**B.A.: Art Studio; Digital Art Graduated Cum Laude at** George Mason University, Fairfax, VA