

DAVE CHAMBERS – ART DIRECTOR, ARTIST, DESIGNER

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Art Director with experience in PC, console and mobile games, 2D and 3D animation production, storyboards and cinematics, video editing, presentation development, AR/VR direction, visual and human-centered design. Expertise in building team cohesiveness and collaboration, guiding and mentoring team members, risk reduction, and finding ways to smooth and streamline productions. Practicality, kindness, a good eye for detail and a knack for developing and communicating vision.

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

ART DIRECTOR

Feb 2021 to Present

Kickstart Entertainment, Vancouver, B.C., Canada

Client relations, visual development and direction, episode blueprints, colour look & feel, lighting, layout, AFX and comp review, quality control review. Mentor new artists. Direct outsource teams in China and India. Hot Wheels Monster Trucks Season 1 and 2 – Mattel. Brown and Friends – Line, Netflix.

DESIGNER

Sept 2020 to Feb 2021

Slaphappy Cartoons, Vancouver, B.C., Canada.

Environment and Prop design.
'Tom & Jerry in New York'. HBO Max.

LAYOUT SUPERVISOR

June 2019 to May 2020

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

Managed teams in both Vancouver and Ottawa (30 people), directed two outsource companies in China. The Last Kids on Earth - Book 1 and 2. Production for Netflix and Atomic. *Emmy Award.

GRAPHIC DESIGNER

Nov 2018 to Mar 2019

XBOX, Microsoft, Redmond, Washington, USA

Provide artistic support and visual marketing materials for XBOX Marketing and Sales. Provide promotional designs for XBOX, XBOX Live, Game Pass, XBOX mobile and Mixer upsell promotions.

CONCEPT ARTIST, ACTING ART DIRECTOR

June 2018 to Nov 2018

Microsoft, Redmond, Washington, USA

Cognition R&D: HoloLens, Mixed Reality and Artificial Intelligence Engineering Group. HoloLens 2. AR, VR and emerging technology.

Helped develop a HoloLens 2 Integrated Visual Augmentation System white paper proposal that paved the way for two contracts between the Pentagon and Microsoft:

- a \$480 million US Army headset development contract.
- a \$22 billion US Army contract to provide customized headsets for military use.

Directed the visual development of A.I. driven virtual avatars and assistants. Provided input on environments for virtual meetings, personal interaction and entertainment. Worked on other confidential research and development projects providing visual proof of concept.

ART DIRECTOR

Sept 2017 to May 2018

DHX Media, Vancouver, B.C.

Direct artistic vision, design, color and lighting on a large 3D production. Participate in scheduling, asset delegation, production planning, layout, animation and F/X. Maintain an excellent working relationship with the clients at Nickelodeon.

CONCEPT ARTIST / GRAPHIC DESIGNER

May 2016 to Aug 2017

Microsoft, Redmond, Washington, USA.

WINDOWS 10 - Windows Movie and Photo app.

Research and develop new ideas using inclusive human-centered design methods. Forge ambiguous, abstract ideas into tangible, people-tested products.

Experience Design: Develop, organize and present user studies to diverse groups of people. Gather and analyze user data; produce actionable insights from the data, then utilize for design improvements.

Visual Design: Create appropriate graphics, user interface concepts, presentation videos and animatics.

ART DIRECTOR

Mar 2015 to May 2016

Nerd Corps Entertainment, Vancouver B.C., Canada.

Managed a team of artists to ensure quality and style continuity. Track assets as prescribed by scripts and marketing. Keep an eye on the day-to-day operations. Develop content and help set style for new productions. Mentor artists. Directed artistic vision, colour and lighting.

Monster High Feature. Mattel's Blaze and the Monster Machines Season 3. Nickelodeon.

OUTSOURCE MANAGER

Jan 2014 to July 2014

Smoking Gun Interactive, Vancouver, B.C., Canada.

Tracked and improved the performance of internal artists and outsourcing artists in China by reducing miscommunication and providing concise, detailed, clear direction.

Age of Empires: Castle Siege (PC, Microsoft Surface and phone).

LEAD ARTIST

Mar 2013 to Jan 2014

Real Networks, Victoria, B.C., Canada.

Managed and organized outsourcing assets and optimizing asset integration. Supported partnerships and collaborations with other companies. Provided concepts, storyboards and illustrations.

Gamehouse Casino (PC, Mac, Android, iOS).

Gamehouse Slots (PC, Mac, Android, iOS).

Slingo (PC, Mac, Android, iOS).

SENIOR DESIGNER

Apr 2012 to Oct 2012

DHX Media, Vancouver, B.C., Canada.

Created all of the set designs for the show.

Packages from Planet X. Disney XD.

SENIOR CONCEPT ARTIST

Mar 2011 to Mar 2012

Relic Entertainment/SEGA, Vancouver, B.C., Canada.

Drove the cinematic development by creating all of the storyboards for the game and providing animatic direction throughout. Provided concepts for all of the characters. Created style and colour direction.

Created art for the environments and project presentations.

Company of Heroes 2 (RTS – PC – concept art, storyboards).

CONCEPT ARTIST, ART DIRECTOR

Mar 2007 to Mar 2011

Zipper / Sony, Redmond, Washington., USA.

Created concepts and storyboards, and provided backup art direction.

MAG: Massive Action Game (MMO FPS - PS3).

SOCOM 4: US Navy Seals (TPS - PS3).

Unit 13 (IP Dev TPS – PS Vita).

CONCEPT ARTIST

May 2005 to Feb 2007

Next Level Games. Vancouver, B.C., Canada.

Produced concepts and designs for production, visual planning storyboards for designers, destruction boards and F/X concepts. Created concepts and guidelines for colour, mood and lighting.

WWE Titans (vs fighter - all consoles).

Mario Strikers: Charged (sports – Nintendo - Wii).

MODELLER, CONCEPT ARTIST, OUTSOURCING MANAGER

Jun 2003 to May 2005

Electronic Arts, Vancouver, B.C., Canada

Designed visuals for new game proposals and user interface. Created concepts for vehicles and environments. Managed an outsourcing team in-house and directed outsourcing companies both in the United States and India.

Need for Speed: Underground (racing - all consoles).

Need for Speed: Underground 2 (racing - all consoles).

Need for Speed: Most Wanted (racing - all consoles).

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).