

DAVID E. MALPICA

38 N Almaden Blvd Unit 1423, San Jose, CA 95110-2756
(415) 652-9427 | dm@aegrisomniac.org | www.aegrisomniac.org

OBJECTIVE Seeking full-time or part-time employment as a CG Artist

SKILLS

- Excellent artistic and technical drawings skills
- Excellent written and verbal communication skills (English – Spanish)
- Maya, Zbrush, Photoshop, Illustrator, Flash, 3ds Max, After Effects, and Rhino
- Avid CG enthusiast and PC gamer

EDUCATION **The Art Institute of California-San Francisco**
San Francisco, CA

Bachelor of Science, Game Art & Design, September 2006
Deans List, Honors List

Universidad Nacional de Colombia
Bogotá, Colombia

Industrial Design, December 2003
Minor in Computer Science

LaSalle College
Bogotá, Colombia

Certificate in Computer Graphics, Animation and Multimedia, January 2001
Honors List

EXPERIENCE **Eveo (www.eveo.com)** 3/2008 - Present

San Francisco, CA

Freelance 3D Artist

- Modeled and detailed hard and organic structures for bio-medical animation
- Rigged organs and cell division structures
- Worked effectively and concurrently with an animation team and pipeline

AbsolutelyNew (www.absolutelynew.com)

San Francisco, CA

2/2007 – 10/2007

3D Artist

- Modeled and textured for product pre-visualization brochures
- Animated and rendered minute-long product pre-visualization presentations

Library Resource Center – The Art Institute of California 9/2004 – 6/2006

San Francisco, CA

Student Assistant

- Assisted students in finding appropriate resources and reference materials
- Processed and organized book, periodical, video and audio collections

AracniaStudios (www.aracniastudios.com)

Bogotá, Colombia

8/2003 – 11/2003

Intern

- Wrote a game design document for a multimedia game
- Designed characters, props and backgrounds