

## DAVID HOLLIN

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### PROFILE

Enthusiastic and skilled individual with a passion for **visual art, computer graphics** and **performance capture** in animation and game development related projects. Effective communicator regarding brainstorming, concept proposals, and art direction, analyzing creative content and market potential, developing milestone schedules, managing team members, and building and maintaining strategic business relationships. Proficient in Japanese.

### EDUCATION

School of Cinematic Arts, University of Southern California, Class of 2013

Major: BA Interactive Entertainment (Dean's List - current)

Minor: 3D Art for Games (Roski School of Fine Arts)

Mountain View High School, Mountain View, CA: Honor Graduate 2009

### SKILLS (Portfolio: <http://david.hollin.org/>)

- Proficient in use of various media software:
  - ▶ Modeling, texturing, and character and effects animation in **Autodesk Maya**
  - ▶ Optical Tracking Motion Capture using **Vicon Blade** and **Autodesk Motionbuilder**
  - ▶ Adobe Creative Suite 5 - **Photoshop**, **Illustrator**, and **Flash**, for illustration and animation
  - ▶ Digital effects animation experience with **Side Effects Houdini**
  - ▶ Compositing/post-production experience with **Adobe After Effects** and **Nuke**
  - ▶ Editing experience with **Avid Media Composer**, **Adobe Premiere**, and **Final Cut Pro**
- Experience with programming in C++, HTML, and Actionscript 3.0
- Japanese language: spoken proficiency; reading and writing proficiency
- Hebrew language: reading proficiency; some writing and conversational ability



### WORK EXPERIENCE

#### USC SCHOOL OF CINEMATIC ARTS, INTERACTIVE MEDIA DIVISION — 2010-PRESENT

Support faculty in the coordination and execution of the division's administrative affairs. As a student worker, screen and prioritize incoming communication between the division and business ventures, prospective students, and the press. Provide graduate and undergraduate students thesis space access to the Robert Zemeckis Center for the Digital Arts.

Reference: Adrienne Capirchio (supervisor) 213.821.2515 [acapirchio@cinema.usc.edu](mailto:acapirchio@cinema.usc.edu)

#### ZOETROPE AUBRY PRODUCTIONS — SUMMER 2011

Undergraduate intern at a media and film postproduction studio in the Presidio of San Francisco. Designed and produced DVD media, performed administrative tasks, and met with studio clients. <http://zap-sf.com/>

Reference: Kim Aubry (founder/supervisor) 415.788.7901 [kaubry@zap-sf.com](mailto:kaubry@zap-sf.com)

#### SOOVOX — SPRING 2011

Creative directing intern of gamification for a social media startup that specializes in measuring an individual's network influence and connecting them directly with their favorite brands. <http://soovox.com/>

Reference: Partha Dey (supervisor) 213.926.9810 [partha@soovox.com](mailto:partha@soovox.com)

#### INTERNAL DRIVE TECH CAMPS — SUMMER 2010

Instructed students age twelve to seventeen in HTML and Flash web design, video game creation (Fusion), Maya modeling, animation, and Final Cut Pro at iD Tech Camps in Stanford University. <http://www.internaldrive.com/>

Reference: Keri Callison (regional manager) [kcallison@internaldrive.com](mailto:kcallison@internaldrive.com)

#### USC EPISODIC GAMES INNOVATION GROUP — 2009-PRESENT

Co-founder, designer, and art lead for a five-person game development student team. Implemented four titles with engines ranging from Flash to Unreal to XNA. Participates in events such as the USC Hack-a-thon and the Global Game Jam.

Team regularly attends Game Developers Conference in San Francisco.

Reference: Chris Oslund (co-founder) 952.334.9638 [chrisoslund@gmail.com](mailto:chrisoslund@gmail.com)