Dave Lo

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Niantic Labs @ Google   **June 2014 – Present**
Senior Visual Designer
Creating UI/UX, 3D assets, and mockups for the mobile game, **Endgame**.

Cogswell Polytechnic College   **June 2014 – Present**
Adjunct Professor
Teaching Intro to Rigging using Maya.

International Technological University   **Aug. 2011 – Present**
Adjunct Professor/Consultant
Teaching 3D modeling and 3D Printing, CG Software Fundamentals, Intermediate 3D Modeling, and Intro to Rigging courses. Helped create Masters of Science in Digital Arts curriculum and international workshops.

Walt Disney Feature Animation   **Jan. 2013– April 2013**
Character Technical Director
Rig hero characters and props on **Big Hero 6**

Digital Domain   **July 2011– Sept 2012**
Lead Creature Technical Director
Rig and sculpt morph shapes on hero creatures, lead a team of 15 riggers and Animation Technical Directors on **Jack The Giant Killer**

Industrial Light and Magic   **Jan. 2009– June 2011**
Creature Developer and Technical Director
Rigging creatures, model deformation shapes, hair, cloth, and rigid simulations on **Rango**, **Transformers 3 and Cowboys & Aliens**

Uncharted Territory   **Sept. 2008– Dec. 2008**
Senior 3D Modeler
Modeling hero vehicles for the feature film **2012**

PsyOp   **Aug. 2008 – Sept. 2008**
3D Modeler and Technical Artist
Modeling characters, environment and props for commercial spots.

Motion Theory   **May. 2008 – July 2008**
3D Modeler and Cloth Technical Director
Modeling environment and props as well as set dressing for commercial spots. Wrote a MEL script to help make shading team more efficient with production on LG and Sony Viao Commercials**.**

Digital Domain   **Sept. 2007 – Mar. 2008**
3D Modeler
Modeling environment objects as well as set dressing for the two main track races. Written multiple MEL scripts to help make modeling team more efficient with production on: **Speed Racer.**

Sony Imageworks   **May 2007 – Sept. 2007**
Hair and Cloth Technical Director
Hair and cloth simulation for multiple characters on **Beowulf.**

Digital Domain   **Dec. 2006 – May 2007**
3D Modeler and Cloth Technical Director
Modeled characters and created cloth simulations of pirate ship ropes and sails for: **Pirates of the Caribbean 3**, Modeler/Rigger on Mountain Dew and Burger King commercials.

Rhythm and Hues   Feb. 2006 – Dec. 2006
Modeling Technical Director/Technical Animator
Character, vehicle and prop modeler as well as hair, cloth and character dynamics animator for live
action feature films: **Superman Returns**, **Night at the Museum**, **The Kingdom.**

UCLA Extension School   April 2006 – Dec. 2009
Instructor
Advanced Polygon modeling, Maya 1 and Maya 2 instructor also responsible for creating syllabi for all
three classes.

Threshold Digital   July 2005 – Jan 2006
Modeler/Character Technical Director/ MEL Scripter
Food Fight! (Digital feature) Created custom rigging scripts, animation UI's, rigged, modeled and UV
digital characters, props and sets.

Eyetronics   Nov 2004 – Mar 2005
3D Modeler/Texture Artist
Modeled and remeshed scanned data into 3D meshes for **Zathura**, **Transporter 2**, **Legend of Zorro** 2,
Gatorade and Mountain Dew commercials, **Star Trek Enterprise.**

Law Office of Doug Robbins   Dec 2004 – Dec. 2005
3D Modeler/Texture and Lighting Artist
Recreated accident environments and client injuries for courtroom presentations

Top Cow Productions   Aug 2003 – Aug 2004
Project Director/Lead Modeler/Technical Director
Designed and implemented facial rigs for animators driven by MEL and expressions
Modeled and rigged vehicles and characters

C–Bridge Internet Solutions & Cambridge Executive Enterprises   July 2000 – May 2001
Creative and Multimedia Lead
Projects included the Executive Seminars and Cambridge Executive Workshops
Made Flash animations, interface designs, building demonstrations, digital video editing and
presentations to senior level management

EDUCATION

Academy of Art College   Sept 2001 – Dec 2003
Bachelor of Fine Arts in Computer Arts specializing in computer modeling and character setup

Georgia Institute of Technology   Sept 1995 – May 2000
Bachelor of Science in Computer Science specializing in computer graphics, human and computer
interface, and digital video special effects

COMPUTER SKILLS
Maya – 3D Modeling – Hair/Cloth Simulations – Rigid dynamics – Rigging – MEL/Python
After Effects – Windows/Linux/Mac – Spoken Languages: English and Cantonese

ACTIVITIES AND ACCOMPLISHMENTS
Georgia Tech Los Angeles Alumni Club, President Nov 2007– December 2008
Georgia Tech Los Angeles Alumni Club, Vice President Oct 2003– Nov 2007
Academy of Art Spring Show 2004 Winner, 1st Place in Hard Surface Modeling for **Custom Chopper**
Academy of Art Spring Show 2002 Participant, 3rd Place in Student Choice Award
Tae Kwon Do Club, Assistant Instructor, Treasurer, Jan 1996 – May 2000
Habitat for Humanity Volunteer