

# DAVE CHAMBERS – CONCEPT ART, VIDEO, DESIGN

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An innovator, with experience in promotion, presentation, white papers, infographics, reports, exhibitions, games, animation, story, video, VR, AR and mixed reality, visual and human-centered design.

**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

### DESIGNER

Feb 2021 to Present

*Kickstart Entertainment, Vancouver, B.C., Canada*

*Background and Prop design. 'Brown and Friends'. Provide backup Art Direction.*

### DESIGNER

Sept 2020 to Feb 2021

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

*Background and Prop design. 'Tom & Jerry in New York'*

### LAYOUT SUPERVISOR

June 2019 to May 2020

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

Layout Supervisor of a large team (20+), on a hi volume, fast paced and challenging Emmy Award winning Netflix animated production, requiring prompt, decisive action and coordination. Responsibilities included assessing and directing content from freelancers and two separate outsourcing companies in China, as well as breaking down, organizing and documenting layout production needs, providing team assignments, evaluating, balancing and correcting deficiencies including submission levels to meet targets.

The Last Kids on Earth - Book 1 and 2. Netflix

### 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

June 2018 to Nov 2018

*Microsoft, Redmond, Washington, USA*

Cognition R&D: HoloLens 2. AR, VR and emerging technology. Headsets and mobile. 'Tented' - cleared for secure access.

Concept and design support for HoloLens 2, a winning \$480 million US Army HoloLens 2 military 'IVAS' white paper proposal and protected AR and VR projects.

Art Direction: Create design briefs and supporting documentation. Provide direction, test, evaluate and provide feedback on internal and outsourced VR assets including avatars and environments for games and business applications. Create promotional artwork for several confidential projects, as well as concept art, design, new style development, key art, storyboards, directional mood boards, paint overs, design layouts and photo-comps.

**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**

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 improvement.

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

**LEAD DESIGNER, 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 for the Monster High team.

Monster High Feature. Mattel

George's Secret Key to the Universe. Stephen Hawking and Lucy Hawking

Slugterra. Disney XD

Strawberry Shortcake. Iconix Brand Group

Blaze and the Monster Machines Season 3. Nickelodeon

Rev and Roll. Family Jr.

**ART OUTSOURCING 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. Managed 500+ (200% over typical productions) individual detailed assets within a three-month period, ahead of schedule.

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

**LEAD ARTIST**

Mar 2013 to Jan 2014

*GameHouse / Real Networks, Victoria, B.C., Canada.*

Improved the style and continuity of some of the biggest online gaming sites by directly managing and organizing outsourcing assets and optimizing asset integration. Helped by creating designs and providing direction.

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 designs for the show's season consisting of over 400 detailed backgrounds.

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)

**SENIOR CONCEPT ARTIST, GRAPHIC DESIGNER**

Mar 2007 to Mar 2011

*Zipper / Sony, Redmond, Washington., USA.*

My artwork was the main driving force of the look and feel of the games. Created concepts and storyboards, and provided art direction on a temporary basis.

MAG: Massive Action Game (MMO FPS - PS3)

SOCOM 4: US Navy Seals (TPS - PS3)

Unit 13 (IP Dev TPS – PS Vita)

New Dev.

**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 for F/X artists. Created concepts and guidelines for colour, mood and lighting.

WWE Titans (vs fighter - all consoles)

Mario Strikers: Charged (sports – Nintendo - Wii)

**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)

## SKILLS

Maya, 3ds Max, ZBrush, Adobe Creative Suite including video, MS Office including Excel, PowerPoint, Jira, SCRUM, Shotgun production software, Trello, Perforce, G Suite.

## INTERESTS

Canoeing, woodworking, gardening, oil and acrylic painting and fixing up cars and trucks.