DAVID RONNES | 3D ARTIST

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Work Experience

July 2022 – current

Head of 3D & Animation
"Coreborn: Nations of the Ultracore"
Blankhans
Responsible for the visual design and 3D art direction of the World Design team and the Character & Animation team.
Establishing the overall look and feel of the game, Coreborn: Nations of the Ultracore.
- Giving visual direction to the teams
- Providing feedback and mentoring of artists
- Creating visual style references and assets
- Team management and resource management
- Close collaboration with other departments to ensure a visual cohesion that matches the game design and story elements

April 2021 – July 2022

Senior Marketing Artist
"Sea of Thieves / Sea of Thieves: A Pirate's Life"
Flix Interactive (RARE - Xbox Game Studios/Microsoft) – Twycross, UK
Responsible for creating key art, achievement art, loading screens and more for Sea of Thieves: A Pirate's Life, Seasonal updates and the Sea of Thieves Board Game artwork and print.
Supporting the web team and UI to improve the visual branding of Sea of Thieves.

Nov 2020 - Jan 2021

Environment / Prop Modeler
"Supa Team 4", "Unannounced Youtube Kids Series"
Giant Animation (Dublin, Ireland)
- Modeling Props, Vehicles and Environments
- Concepting environments setup for matte painting

Mar 2018 - Nov 2020

Senior Environment Modeler
"My Little Pony: A New Generation" (My Little Pony Movie)
Boulder Media – Dublin, Ireland
- Next to my daily modeling tasks I was Acting Asset Supervisor.
  - Mentoring artists
  - Giving feedback and helping with issues the team ran into.
  - Attending senior supervisor meetings to address/plan for challenges at hand.
  - Responsible for creating environments and props, hard surface and organic modeling.
  - Previz setup of cities and complex environments

Sept. 2018 – April 2020

Environmental Modeler
"Plot Twist Film" (www.plottwist-film.com)
- Modeling 3D assets, following the style and overall visual of the concept art
A project that is coming together through Artella. Working with a team of artists in their personal time to make this project come to fruition.

Nov. 2016 - Nov. 2017

3D Modeling and Texture Artist
"Talking Tom and Friends" season 2 & 3
Arx Anima – Vienna, Austria (Talking Tom and Friends | Season 3 Episode 11)
- Modeling 3D assets, following the style and overall visual of the concept art
- Rigging of assets to be used further in the production pipeline
- Texturing the assets to match the style of the show and what the client requests

Education

Sept. 2015 – Sept. 2016

The Digital Animation & Visual Effects School
VFX production diploma

Sept. 2010 - April 2015

The Hague University of Applied Sciences
Bachelor of Science
Minor 3D-Animation and Photography.

Skills

- Maya, Modo, Mudbox, ZBrush, Speed Tree, Unity, Unreal
- Substance Painter, Substance Designer, Mari, Photoshop
- Nuke, After Effects
- Linux, Macintosh, Windows OS
- Full bilingual English/Dutch (Native), German (basic speaking, writing/reading), French (basic writing/reading)

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