

# David Mei

CG Supervisor / Environment Supervisor

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## EXPERIENCE

### SKYDANCE ANIMATION, Los Angeles, CA

#### Environment Supervisor (April, 2024 - Present)

- Supervising CG environment departments for unnamed animated feature.

### PREMISE ENTERTAINMENT, Orlando, FL

#### Asset Supervisor (August, 2023 - April, 2024)

- Supervising CG environment assets for unnamed animated feature.

### ZERO VFX, Boston, MA

#### CG Supervisor (November, 2021 - December, 2022)

- Supervising CG assets and FX on various feature, TV and commercial projects
- Features include *Boston Strangler (2023)*, *Challengers (2023)*, *I Wanna Dance With Somebody, (2022)*, *Spirited, (2022)*

### SKYDANCE ANIMATION, Los Angeles, CA

#### Environmental Modeling Supervisor (June - October, 2021)

- Supervised final sequence Environmental Modeling on animated feature film "Luck."

### ZERO VFX, Boston, MA

#### Environmental Modeler (April - May, 2021)

- Freelance modeling of America's Dome football stadium in St. Louis, for the sports biopic "American Underdog: the Kurt Warner Story."

### BLUE SKY STUDIOS, INC Greenwich, CT

#### Sr. Environmental Artist (2020 to 2021)

- Created previs-level, finished sets and props for *Nimona (2023)*; these include interior sets and large exterior sets, both working solo and on teams
- Consulted and tested new USD pipeline

#### Modeling Supervisor (2005 to 2020)

- Supervised and supported a team of 25 Character and Environmental Modelers.
- Oversaw all staffing and performance reviews.
- Maintained creative and technical standards, established modeling processes and pipeline improvements, creation of tools to streamlined modeling efficiency.
- Created tools to aid in the Maya modeling workflow and consolidated repetitive tasks. Which Included: a custom browser to search for assets from all Blue Sky productions; a Model Light creation tool that groups, tags, and names light geometry within an asset for efficient and effective use in lighting downstream; a simplified version of the Hypershade, a replacer tool search and replace multiple copies of objects.

#### Fur Supervisor (2014 to 2017)

- Supervised and supported team of 12 Fur Technical Directors, concurrently with my role as Modeling Supervisor.
- Championed studio support for next generation Fur Creation pipeline and technology
- Enabled the Fur team to establish a stronger prominence in the Studio, and strengthen their relationships with collaborating departments.
- Oversaw staffing and performance reviews.

## **Sr. Digital Paint Artist (1999-2002, 2004-2005)**

- Retouching and plussing final shots, custom 2D transitions and other 2D effects, and compositing.

## **BLUE SKY STUDIOS, INC Greenwich, CT continued**

### **Modeler (1997-1999, 2002-2004)**

- Modeling of digital sets and props.

### **Fur Technical Director (2004)**

- Bird character fur/feather grooming.

### **Model Shop Supervisor (1988-1989)**

Paramount Pictures. Inc., *Associates and Ferren, Inc.*

*STAR TREK V-THE FINAL FRONTIER*

- Responsible for all model fabrication, miniature sets, rigging, graphics and effects.

### **Model Maker (1988-1989)**

Berkshire Motion Picture, Great Barrington, MA

*BACK TO THE FUTURE-THE RIDE*

- Fabrication of miniature sets and props for OmniMax theme ride, created by Douglas Trumbull for Universal Studios, FL.

### **Model Maker / Model Supervisor / Prop Master / Designer / Fabricator (1986-1996)**

Companies: Curious Pictures, Broadcast Arts, Petber Wallach Enterprises, Peter Corbett and Co, Aoki Studios, Castelli Models and Effects, North American Bear Co, Great Notions, Inc., New York, NY

Clients: BUDWEISER, DISNEY CHANNEL, MILTON-BRADLEY, KRAFT, HESS, SNL, NINTENDO, others

- Work included fabrication of oversized and miniature sets and props, mold-making, graphics, on-set props and rigs, and design, on numerous commercials, television shows, music videos, toys, collectables and prototypes.

## **SKILLS**

I have 30+ years experience in Film / Animation Production. My skills include communication, management and leadership, conflict resolution, decision making, working under pressure, adaptability, collaboration, and enthusiasm.

## **SOFTWARE**

I am proficient in **Maya**, **MEL** scripting, **SpeedTree**, **Photoshop**, **Illustrator**, **Word**, and **Excel**, **Shotgun**, **Confluence**; moderately proficient in **Python**, have a working knowledge of **ZBrush** and **Houdini**, and have previous proficiency in **Flame/Inferno**, **Shake** and **Cineon**.

## **EDUCATION**

### **BACHELOR of FINE ARTS, Industrial Design**

*RHODE ISLAND SCHOOL OF DESIGN Providence, RI*

- Product and Furniture Design; rendering, drafting, model making. Minor studies in Film, Video and Animation. Teaching Assistant in *Film Graphics and Special Effects*.

### **CERTIFICATE PROGRAM Computer Graphics/Video Animation**

*PRATT MANHATTAN SCHOOL OF PROFESSIONAL STUDIES New York NY*

- Studies in 3D Modeling, Rendering, and Animation; Autodesk 3D Studio, Photoshop, others.

## **AFFILIATION**

Member, **ACM SIGGRAPH**

Member, **ASIFA-HOLLYWOOD**

Member, **VISUAL EFFECTS SOCIETY**

Board Member, **LAKE PEEKSKILL CIVIC ASSOCIATION**, *former*

## CREDITS

*Unnamed Project*, (2026), **Netflix / Skydance Animation**, Environment Supervisor

*Challengers* (2024) **MGM**, CG Supervisor

*Nimona*, (2023), **Annapurna Pictures/ Blue Sky Studios**, Senior Environmental Artist \*\*

*Boston Strangler* (2023) **20th Century Studios**, CG Supervisor

*I Wanna Dance With Somebody*, (2022), **TriStar Pictures**, CG Supervisor

*Spirited*, (2022), **Apple TV+**, CG Supervisor

*Luck*, (2022), **Skydance Animation**, Environmental Modeling Supervisor

*American Underdog: The Kurt Warner Story* (2021), **Lionsgate**, Environmental Artist

*Spies in Disguise* (in production), (2019), **Blue Sky Studios**, Modeling Supervisor

*Ferdinand*, (2017), **Blue Sky Studios**, Modeling & Fur Supervisor \*\*

*Ice Age: Collision Course*, (2016), **Blue Sky Studios**, Modeling & Fur Supervisor

*Peanuts: The Movie*, (2015), **Blue Sky Studios**, Modeling Supervisor

*Rio 2*, (2014), **Blue Sky Studios**, Modeling Supervisor

*Epic*, (2013), **Blue Sky Studios**, Modeling Supervisor

*Ice Age: Continental Drift*, (2012), **Blue Sky Studios**, Modeling Supervisor

*Rio*, (2011), **Blue Sky Studios**, Modeling Supervisor \*\*

*Ice Age: Dawn of the Dinosaurs*, (2009), **Blue Sky Studios**, Modeling Supervisor

*Horton Hears a Who*, (2008), **Blue Sky Studios**, Modeling Supervisor

*Ice Age: The Meltdown*, (2006), **Blue Sky Studios**, Senior Digital Paint Artist

*No Time For Nuts (short)* (2006), **Blue Sky Studios**, Senior Digital Paint Artist \*\*

*Robots*, (2005), **Blue Sky Studios**, Modeler/Senior Digital Paint Artist

*Gone Nutty (short)* (2003), **Blue Sky Studios**, Senior Digital Paint Artist \*\*

*Ice Age*, (2002), **Blue Sky Studios**, Senior Digital Paint Artist \*\*

*Sopranos: "Funhouse"* (TV episode), (2000), **Blue Sky Studios**, Digital Paint Artist

*Jesus' Son*, (1999), **Blue Sky Studios**, Digital Paint Artist

*Bunny (short)*, (1998), **Blue Sky Studios**, Modeler/Digital Paint Artist \*

*Star Trek: Insurrection*, (1998), **Blue Sky Studios**, Modeler/Digital Paint Artist

*A Simple Wish*, (1997), **Blue Sky Studios**, Modeler/Digital Paint Artist

*Alien: Resurrection*, (1997), **Blue Sky Studios**, Modeler/Texture Artist

*Back to the Future: The Ride* (Ride Film), (1990), **Berkshire Motion Picture**, Miniature Set Builder

*Star Trek V: The Final Frontier*, (1989), **Paramount Pictures**, Model Shop Supervisor

\*Oscar Winner    \*\*Oscar Nomination