

DAVID ARCILA

Personal Information

Full Name
David Arcila Cuellar

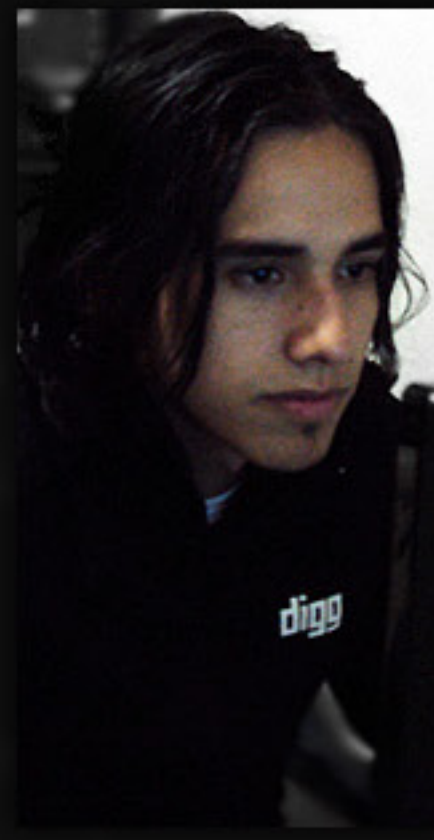
Date of Birth
December 18 ,1986

Nationality
Colombian

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Education

Universidad Autonoma de Bucaramanga
Audiovisual Arts Producer : Film,TV, Video and Multimedia
Graduated
December 2009

Languages
Spanish (Native)
English

Software

Photoshop	3ds Max + Vray	ParticleIllusion
After Effects	SketchUp	VirtualDub
Premiere Pro	Final Cut Pro	
Soundbooth	Audacity	

Skills

Strong interpersonal skills and the ability to effectively communicate with a wide range of individuals

Technically and conceptually strong, meticulous and detail oriented

Well rounded comprehension of cinematography and videogame design

Highly familiar with all stages of audiovisual production

Constantly exploring new methods of artistic creation

Professional Experience

Del Naranjo - February to May 2009
3D Modeling, Animation and Rendering
Video production and Post-production
Flash Video optimization

BTG - Below the Game - January to May 2009
User Interface Design, Level Design, Modeling, Texturing and Animation of 2D and 3D assets for the videogames "Project Alpha", "21" and "Penalti"

Freelance Experience

Private Client - January 2010
3D Architectural Sketching

Del Naranjo, Salsan - December 2009
Production, Post-production and Editing

Elite Model Look - August 2009
Editing and Color Correction

Del Naranjo, Seguridad Delthac - August 2009
Post-production and VFX

Del Naranjo, Seminarios Andinos - August 2009
Editor for National TV Spot "Talla L"

Private Client - April 2009
Storyboard, Animation and Editing of Educational Video "Reciclar tiene Valor"

Tarkeso - April 2009
Motion Graphics

Comfenalco Santander - October 2008 to August 2009
Weekly Movie Screenings:
· Vampire Movies
· Surreal Movies
· Anime for Children

Eventus Quo - April 2008
3D Modeling, Motion Graphics and Web Banner Animation for "Calle 13" event

Eventus Quo - September 2007
Motion Graphics and Web Banner Animation for "MamaJuana Festa" event

Personal Experience

Global Game Jam Colombia - January 2010
Game Design, Lowpoly 3D modeling and texturing and Sound Editing for game prototype: "Sneaky Fox"

Longest Lasting Game Contest - November 2009
Game Design, User Interface Design, 3D Modeling, Sprite Animation, Particle Effects, Image optimization and Sound Editing for 2D Videogame "Falling Debris"

Periodico 15 and Vivir la Unab - 2007 to 2009
Sudoku Designer

Bucaramanga Modern Art Museum - MAMBU - January 2007
Videoart Performance "50% Gray" and "Artistic Illusion"

Talks and Workshops

Campus Party Colombia - Games Area - July 2010
Indie Videogame Development in Flash

Tecnoparque Nodo Bucaramanga - May 2010
Practical Workshop - Video postproduction: Chroma key

Barcamp Bucaramanga - May 2010
Videogame Development Workflows

Tecnoparque Nodo Bucaramanga - April 2010
Indie Videogame Development: Personal Experiences

Tecnoparque Nodo Bucaramanga - October 2009
Indie Videogame Development for Dummies

First Cinema Appreciation Screenings: The Pervert's Guide to Cinema - August 2009
Kino-Eye: Cinematic Perception of the World

References

Available upon request