

David Lycan

ADT Dartmouth, Nova Scotia, Canada

info@davidlycan.com

Profile

I am a Technical Artist with thirteen years of industry experience, accelerated learning skills and a strong work ethic. My optimistic outlook helps me to tackle any problem with enthusiasm and determination. I am most proficient in a diverse and engaging position, working within a team that shares my passion for digital art and tech development.

Software

[Maya](#) | [Photoshop](#) | [Unity](#) | [Notepad++](#) | [Mudbox](#) | [Quixel](#) | [Perforce](#)

Experience

Freelance Technical Artist | February 2015 – Present

My ongoing responsibilities include Unity graphics programming, character modelling, texturing, skinning and rigging, Mecanim, environment modelling and lighting, UX/UI, Maya tools, tech development and C# programming.

Animation Instructor (part time/casual) | June 2017 – August 2017

I was responsible for teaching courses which include 3D Animation Techniques, Skinning and Rigging, Lighting/Rendering, Composition, Time Management, Problem Solving, Project Workflow and Portfolio Development.

Frontier Developments Inc | August 2012 – January 2015

My responsibilities as a Senior Artist included modelling and texturing for real-time and pre-rendered media as well as some animation, UI design and audio work. My technical responsibilities included rapid prototyping in C# Unity 3D for pc and mobile devices and shader programming in Unity as well as in-house engine GLSL based shaders.

HB Studios | September 2004 – July 2012

My responsibilities as a Technical Artist included environment and character modelling and texturing, character skinning and rigging, environment lighting, Mel scripting, CGFX shader programming, general prototyping, troubleshooting, mentoring and scheduling.

Education

Nova Scotia Community College Truro Campus | September 2001 – June 2004

Graduated from the Digital Animation Program with 3d Animation specialization.

Completed one year of the Information Technology program.