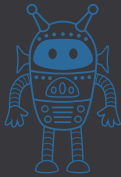


DAVID GURREA

SENIOR TEXTURE ARTIST
SURFACING

Resume



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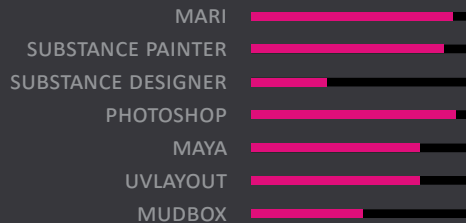
PROFILE

I am a highly motivated texture artist with an extensive experience in texturing / surfacing and solid skills in modeling. I've been working in feature films since 2005 and I have previous experience in video games, cinematic trailers, commercials and other movies.

An important part of this experience has been focused into environment work, with a procedural workflow approach for flexibility / efficiency and handcrafted details for a more realistic results. I applied these techniques successfully into other tasks like vehicles, props, vegetation and clothing.

I am continuously learning and exploring different software and techniques to improve all aspects of my work, taking advantage of the capabilities of modern software to create libraries and re-using / sharing complex materials across different projects.

SOFTWARE



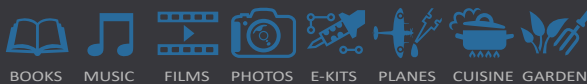
LANGUAGES



EDUCATION

High School and three years at the university .

HOBBIES



EARLY EXPERIENCE

2003 - 2004: commercials, animated movies (Hasbro), TV movies (Disney).

2000 - 2003: cinematic trailers (video games).

1994 - 2000: video games.

FILM EXPERIENCE

SENIOR TEXTURE ARTIST (ENVIRONMENT) SKYDANCE ANIMATION MADRID
Granada (remotely), December 2020 - present.

LUCK

- Creating UVs, textures and shading for buildings, objects, props, vehicles etc.
- Adding realistic details to other objects (stickers, graffiti, painted details etc.)
- Creating a variety of smart materials in Substance Painter, based mostly in procedurals and tileable textures, to speed up the texturing of similar materials.

SENIOR TEXTURE ARTIST (ENVIRONMENT) MARZA ANIMATION PLANET

Tokyo, September 2019 - October 2019.

SONIC THE HEDGEHOG

- Creating materials and textures adaptable to different species of trees.
- Applying generic materials to rocky environments.
- Re-texturing hero cabin walls and door (inside / outside) for close-up.
- Additional modeling.

LEAD TEXTURE ARTIST CINESITE

Montréal, March 2018 - August 2018.

VICE

- Design the most efficient way to approach each project.
- Manage texture team and writing tutorials.
- Design complex materials (node based) to be used in multiple vehicles.
- Texturing (organic / hard surface).

SENIOR TEXTURE ARTIST SONY IMAGWORKS

Vancouver, September 2017 - February 2018.

SPIDER-MAN: INTO THE SPIDER-VERSE

- Texturing buildings and environmental objects with a unique style designed for the movie.

SENIOR TEXTURE ARTIST DIGITAL DOMAIN

Vancouver, September 2016 - August 2017.

READY PLAYER ONE

THOR: RAGNAROK

THE FATE OF THE FURIOUS

- Texturing environments, hero vehicles and objects.
- Additional look development.

SENIOR TEXTURE ARTIST SONY IMAGWORKS

Vancouver, March 2016 - September 2016.

SMURFS: THE LOST VILLAGE

- Texturing environment objects with a semi-realistic style designed for this project.

SENIOR SURFACING ARTIST ILM

Singapore, July 2015 - December 2015.

THE GREAT WALL

- Designing complex materials to be used masively on Chinese traditional buildings, based on the UV position of different elements.
- Surfacing environments, objects and a digital double.
- Additional modeling (hangar for unpublished project).

SENIOR SURFACING ARTIST ILOURA

Sydney, June 2014 - May 2015.

GODS OF EGYPT

- Surfacing hero elements, including environments (interiors/exteriors), objects and an elephant with its carriage, matching the original movie sets with the reference material.

ENVIRONMENT TEXTURE ARTIST (SURFACING) WETA DIGITAL

Wellington, April 2012 - November 2012.

THE HOBBIT: AN UNEXPECTED JOURNEY

- Surfacing environments and objects.
- Design a realistic and complex forest ground with a proprietary lookdev software.
- Creating generic high resolution texture tiles (8k - 16k) for the team.

SENIOR DIGITAL ARTIST (SURFACING) DR. D STUDIOS

Sydney, November 2010 - August 2011.

HAPPY FEET TWO

- Surfacing complex environments set in the Antarctic (mostly snow and ice), including painted/procedural displacements and some additional objects.

SENIOR DIGITAL ARTIST (SURFACING) ANIMAL LOGIC

Sydney, June 2008 - June 2010.

SUCKER PUNCH

LEGEND OF THE GUARDIANS: THE OWLS OF GA'HOOLE

AUSTRALIA

- Surfacing environments / objects. Design reusable building materials (SP).
- Surfacing many different objects (hero/background)(LODG).
- Surfacing environments matching the original movie sets (Aus).

SENIOR TEXTURE ARTIST DNEG

London, April 2007 - April 2008.

HARRY POTTER AND THE HALF-BLOOD PRINCE (uncredited)

HELLBOY 2: THE GOLDEN ARMY

- Texturing London downtown streets (floor) and part of the Millenium Bridge. Additional object modeling (HP6).
- Creature texturing (organic/hard surface). Using Photoshop's actions to help texturing a massive amount of objects of the Golden Army (HB2).

SENIOR TEXTURE ARTIST MPC

London, August 2006 - April 2007.

10,000 BC

- Texturing hero mammoth skin at very high resolution (legs and most of the body), tusks, eyes and harness.

ENVIRONMENT SURFACING ARTIST ANIMAL LOGIC

Sydney, June 2005 - July 2006.

HAPPY FEET

- Surfacing complex environments set in the Antarctic, including painted / procedural displacements, and baking elements like shadows, subsurface scattering and hologram effects for the ice.