

David R. Sutherland

(773) 576-0087 • hello@davidrsutherland.com • DavidRSutherland.com

:: PROFESSIONAL SUMMARY ::

Creative Technologist adept at commanding machines to do the bidding of a creative team hell-bent on successful exploration and execution.

:: COMPETENCIES & ACCOMPLISHMENTS ::

Creativity and Collaboration

- Acted as a liaison and advocate between artists and engineers
- Designed and consulted on game concepts for proprietary and brand IPs for clients such as Nickelodeon, LEGO, Cartoon Network, Big Idea, and Sesame Workshop
- Constructed game levels in proprietary engines and tools
- Nurtured talent through tutorials, best practices, critiques, and brainstorming
- Mastered a variety of software applications for efficiency and creative results

Technical and Implementation

- Streamlined production pipeline utilizing machines to ease manual burdens
- Rapidly assimilated new tools and methods for seamless production integration
- Established technical guidelines to maintain simultaneous projects
- Learned programming languages as needed such as Lingo, Lua, Actionscript, C#, JS
- Pushed the boundaries of technical feasibility to accommodate creative vision

Innovation and Exploration

- Fostered in-house creative mentorship between artists
- Championed R&D 'skunkworks' team to explore forms of interactive online media
- Iterated playable game design proof-of-concepts posted on an internal Wordpress review site
- Cut through the fog of the technical 'how' to focus on the creative 'why'

Leadership and Development

- Guided artists in overcoming technical hurdles and apprehension
- Directed and managed vendors and contractors through production processes
- Facilitated group discussion, projects, and lectured in weekly "Games in Society" 4 hour class
- Founded and organized several organizations to develop community

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:: PROFESSIONAL EXPERIENCE ::

Creative Circle, Chicago, IL Freelance Multimedia Specialist Emmi Solutions: Animation production in Flash, HTML5, video	04/2017 – Present
Scientific Games / WMS, Chicago, IL Principal Multimedia Artist Rapid prototypes for game design	05/2008 – 11/2016
Arc Worldwide, Chicago, IL Senior Art Director, Rich Media Lead Rich media Flash animation	05/2007 – 04/2008
FlashPoint Academy, Chicago, IL Adjunct Faculty – “Games & Society” Broad perspective educational experience for game design students	10/2007 – 01/2008
Relevant Impertinence Productions, Evanston, IL Freelance Animation Technical Producer, Director Art production for animated film	01/2005 – 08/2007
itoons / Snap2Play, Chicago, IL Partner, Creative Technical Director, Game Designer Technical Lead of creative content production	09/1999 – 11/2006
JamTV / Tunes.com / Rollingstone.com / TheSource.com, Chicago, IL Web Animation, Motion Graphics Rich media content creation and experimentation	07/1997 – 09/1999
Imagination Pilots, Chicago, IL Production Artist, Special Effects 2D art and animation production	07/1995 – 07/1997

:: EDUCATION ::

Bachelor's Degree in Computer Multimedia Columbia College Chicago, Chicago, IL	09/1992 – 06/1996
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