

David Dawson
Assistant Professor
Department of Art
College of Arts and Sciences

Degrees Earned

MFA, Florida Atlantic University, December 2004
Major: Computer Arts

BA, Baylor University, December 1992
Major: Visual Arts

Associates Degree of Applied Arts, Art Institute of Dallas, December 1996
Major: Computer Animation

Professional Licensure and Certifications

Center for Electronic communication: 2000

“Certificate of Merit Maya Introduction”
Francis Mcafey

Peer-Review Publications and Artistic Performances/Exhibitions

Articles

None

Books

None

Chapters

None

Proceedings

None

Artistic Performances

None

Artistic Exhibitions

None

Research Monographs and Technical Reports

None

Funded External Grants

None

Peer-Review Presentations/Posters

None

Work or Professional Experiences

Game Party, published by Midway Home Entertainment 11/27/07, and developed by Farsight studios, is released exclusively for the Nintendo Wii in the United States. My title on this project is Lead Animator.

Backyard Football, published by Humongous 10/18/07, and developed by Farsight studios, is released for the Nintendo Wii, PS2 and PC in the United States. My title on this project is Animator.

I am currently contracted through Farsight studios to create real-time game assets for the projects they have in development.

Farsight Studios

URL/ <http://www.farsightstudios.com>

Contact/ Bobby King, Studio Manager/Producer/ bking@farsightstudios.com

I have submitted both character and environmental animation assets for **Pinball Hall of Fame - The Williams Collection**. This project will be published by Crave entertainment for the Nintendo, Wii, PS2, PSP platforms in the US and UK. My title on this project will be Animator.

I am currently working on **Backyard Baseball** as a Lead Animator for Farsight Studios. My role as an animator on this project has expanded to include a revision of all the character meshes, textures and rigs.

Through my work with Farsight studios I have been able to build a relationship that has allowed several of my students to intern on Backyard Baseball. My students were able to interact with Industry professionals as well as learn many of the intricacies involved in the production of

developing an actual video game. This experience has been invaluable to my students, as they will already have a game under their belt before they graduate. This will no doubt open up more opportunities for them as well as help them when they secure an interview with game companies. The following list of students will be included with their titles in the credits of Backyard Baseball.

Kelly Barker	Technical Artist
Jeremy Cash	Junior Animator
Toni Gary	Technical Artist
Trevor Gibson	Junior Animator
Jason Juneau	Animator
Rebecca Wallace	Character Artist

Special Thanks to Sam Houston State University

My ultimate goal in creating relationships between Sam Houston State and the entertainment Industry is to increase the viability of my graduates in game development. I have been able to achieve this goal through Jason Juneau who has done such an extraordinary job with Backyard Baseball that he has been offered a position as an animator at Farsight Studios when he graduates.

Through Geoff Melon I have continued to foster the Animation program's relationship with Vicarious Visions, a game company in Albany New York. With the goal of helping place future graduates at Vicarious Visions, Geoff started guest lecturing in my classes a year ago. This association has helped to greatly motivate my students and is clearly going to create career opportunities for up coming graduates.

Honors and Awards

None

Other Competencies

Designed brochure for animation program
Exhibited in Annual Faculty Exhibition
Guest Speaker, Stephan Steinbach, Academic Director at AID, Fall
Participant, Saturday @ SAM, Fall
Committee Member, Public Relations Committee, Fall-Spring
Attended SIGGRAPH 2007