

INFO



Name David Farmer



Location Dallas, TX



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AWARDS

Daytime Emmy Nomination 42nd Annual Daytime Emmy Awards Main Title and Graphic Design

Daytime Emmy Nomination 40th Annual Daytime Emmy Awards Main Title and Graphic Design

Daytime Emmy Nomination 39th Annual Daytime Emmy Awards Main Title and Graphic Design

Emmy Nomination 10th Annual Lone Star Emmy Awards **Graphics / Animation**

REFERENCES



Stephen Nanney Art Director - Daystar TV 214.455.6351 stephen.nanney@gmail.com



DAVID FARMER

MOTION GRAPHICS ARTIST



PROFILE

Daytime Emmy nominated motion graphics artist with over ten years of experience. Varied and adaptable skill set with experience in 2D and 3D motion graphics, motion capture, set design, pipeline management, audio design, photography, videography, and compositing. Thrives in a team or multi-team production environment, especially in leadership positions. Loves a good challenge and the joy of creating art.



WORK EXPERIENCE

2010 - NOW Davstar Television Network

Broadcast Graphics Artist

Developed and created broadcast graphics packages across multiple brands, as well as brand implementation in print, web, and retail media. Oversaw video shoots and designed graphics-integrated sets. Gained recognition for three on-air segments, receiving Daytime Emmy Nominations.

2009 - 2010

Tekzenit, Inc.

Motion Graphics Artist

I conceptualized and created interactive web advertisements for mobile phones as a part of Rogers Wireless online and in-store marketing campaign. This included the creation of motion graphics as well as 3D assets.

2008 - 2009

Motus Digital

3D & Motion Capture Artist

Responsible for the physical setup and maintenance of a large motion capture system, as well as preparing actors and running capture sessions. Modeled, textured, lighted, and rendered CG videos used in video games, music videos, and advertisements.



EDUCATION

2003 - 2007 The University of Texas Dallas Bachelor of Arts - Art and Technology



SKILLS AND EXPERTIZE

AfterEffects Photoshop Illustrator Premiere 3DS Max Maya

Cinema 4D Lightwave 3D Audition InDesign

