

dave quirus

vision

Raise industry expectations by delivering innovative visuals and building up teams of artists and technicians through my production and leadership experience.

experience

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|---|---|
| FX Supervisor <i>Blue Sky Studios</i> | November 2010 - April 2021 Greenwich, Connecticut |
| Lead Composer <i>IMAX - Harry Potter and the Deathly Hallows</i> | August 2010 - October 2010 Toronto, Canada |
| Professor of Media Arts and Animation <i>Art Institute of Atlanta</i> | March 2008 - March 2010 Atlanta, Georgia |
| 3D Lighting and Compositing ATD <i>Sony Pictures Imageworks - Beowulf</i> | August 2007 - October 2007 Culver City, California |
| Procedural Effects TD <i>The Orphanage - Live Free or Die Hard</i> | March 2007 - May 2007 San Francisco, California |
| Lighting and Compositing TD <i>Animal Logic - Happy Feet</i> | July 2006 - October 2006 Sydney, Australia |
| Lead IMAX 3D Artist, Lighting and Compositing TD <i>DNA Productions - The Ant Bully</i> | January 2006 - June 2006 Dallas, Texas |
| Animator and VFX Artist <i>LMD Agency - The Eggspert</i> | April 2005 - November 2005 Laurel, Maryland |
| Lead Visual Effects Artist, Designer <i>Pixel Workshop</i> | June 2002 - March 2005 Columbia, Maryland |

technical

Production Bidding and Asset Management
Fluid, Rigid, and Multimaterial Dynamics
Procedural and Particle Simulation
Look Development and Rendering
Creative Compositing and Final Integration
Expressions and Scripting

education

Savannah College of Art and Design
B.F.A. in Computer Art
School of Film and Digital Media
Concentration in Visual Effects
Magna Cum Laude
May 2004 Savannah, Georgia

accolades

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| <i>Fifty Shades of Yay: A Multi-Shot Workflow from Design to Final</i> | Siggraph - July 2020 |
| <i>A Cosmic Scrataprophe: The Explosive World of "Ice Age"</i> | Spark Animation - October 2016 |
| <i>Delivering Doomsday: The Meteor FX of "Ice Age Collision Course"</i> | Siggraph - July 2016 |
| <i>Nomination for Outstanding Achievement, Animated Effects</i> | Annie Awards - February 2014 |
| <i>Directable Fluids for the Distinct Worlds of "Epic"</i> | Siggraph - July 2013 |
| <i>Conquering the Seas of "Ice Age Continental Drift"</i> | Siggraph - August 2012 |