

# David Flamburis

## Art Director

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<https://aeternumars.blog/>

I'm a holistic and endlessly enthusiastic director and developer working within new technologies. I have carried projects across the finish line. My goal is to continue to develop and craft unique experiences, share my insight and knowledge, and build momentum both within and across teams and have an amazing time doing so. I absolutely love what I do.

### SKILLS & PROFICIENCIES

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Art Direction. Style development. Visual targets. Technical targets  
Team management, art management, outsourcing, cross-department communication  
Content development. VFX. Lighting. Tech. Optimization. PC, Console, VR  
Expert level command of Unreal Engine 4 technology and development processes

### PROFESSIONAL EXPERIENCE

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#### ***Fusion Media Labs, NY, NY***

2016-Current

Art Director – MARS 2030

- Art Direction
- Project Pipeline
- Source and Content Pipeline
- Art Management
- Innovation
- Senior Environment Artist
- Lighting and Atmospherics
- World Builder
- VFX

#### ***Three One Zero, Cambridge, MA***

2015-2016

Lead Artist

- Implement Art Director Vision
- Art Management
- Process definition and documentation for Production
- Scope and Milestone Definition for Production
- Technical Art
- Lighting and Atmospherics
- VFX
- World Building

#### ***Otherside Entertainment***

Art Lead – Underworld Ascendant

2015

- Source and Content Pipeline
- Viz Dev
- Art Management
- Content Development
- Innovation

#### ***Three One Zero, Cambridge, MA***

2015

VFX, Lighting, and Technical Artist - ADR1FT  
VFX

Earth  
Lighting  
Technical Art

***Demiurge Studios, Cambridge, MA***

2005 – 2013

Lead / Senior Artist

Art Direction  
Motivation and momentum  
Mentor for artists and designers, including training in tools, method, and technique  
Process definition and documentation for Production  
Scope and Milestone Definition for Production  
Pre-Production through Optimization development  
Technical leadership  
Optimization leadership  
Senior Content developer  
UI developer

**ALIENS: Colonial Marines Multiplayer**

Senior and Lead Artist for Bug Hunt DLC and Escape Mode maps:  
Map art. Map design. Lighting and Atmospherics. VFX. Optimization

**Bioshock**

Level art, level design, and concept art for the game's 'Lighthouse-to-Rapture' playable intro level  
Art Deco style asset development for use throughout the city

**Borderlands**

Developed the 'Fyrestone Arena' MP map

**Rock Band Green Day**

Senior and Lead Artist – Venues, Media, Post Process  
Simultaneous Xbox360, PS3, Wii development and optimization for Venues and in-game HUD

**The Nightworld (iOS)**

Senior and Lead Artist for map development, map design, lighting, VFX, UI design and development  
Optimization: Simultaneous optimization iPad3, iPad4, iPhone3, and iPhone4

**Microsoft Incubation Lab R&D (Kinect - Xbox360 \ Unreal Engine 3)**

Demiurge-side Senior and Lead Artist:

Art Direction. Map development and design. Lighting and Atmospherics . VFX. Optimization

**Medal of Honor: Airborne**

Senior and Lead Artist: Remagen Multiplayer Map

**Brothers In Arms: Earned In Blood**

Multiplayer Level Artist

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***SensAble Technologies, Inc., Woburn, MA***

2005 – 2005

Product Consultant - ClayTools 1.0

Provided UX feedback for haptic 3D modeling hardware and software  
Co-developed workflows tailored towards Hi-to-Lo-poly content development as well as product workflow documentation

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***Harmonix Music Systems, Cambridge, MA***

2003 – 2004

Artist

Developed venues for Karaoke Revolution Vol's 1, 2, 3  
Trained artists on content modeling, texturing, game lighting, and optimizing techniques  
Met performance and memory specs, resulting in a steady 60 Hz playback under all game conditions  
Prototyped and Optimized Eye Toy: Anti-Grav for Playstation 2

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***Papyrus Racing Games, Concord, MA***

1994 – 2002

Studio Art Director / Associate Art Director / Senior Artist

Established and maintained brand vision  
Supervised the project work of internal and external artists  
Employee recruitment, project staffing, and performance reviews for internal art team.  
On-site project facilitation for external art team (St. Petersburg, RU)

Developed assets for numerous company products  
Extensive field work experience gathering "as built" race track data. Created field guide for deployed contractors and employees  
Department coordinator and supervisor for all licensing-based approvals for NASCAR Racing products  
Department coordinator and supervisor for all race track data

Developed collateral for PR and Marketing, including product logos, internal sales comps, cross-sponsor promotional products, box cover touch up, authenticity support  
Major participant and consultant for numerous Racing-media PR campaigns

**EDUCATION**

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**Swain School of Design, New Bedford, MA**  
BFA, Sculpture