



CONTACT



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WEB SITE

RECENT WORK

WORLD OF WARCRAFT
OVERWATCH
HEARTHSTONE
HEROES OF THE STORM



- DAVID - SATCHWELL

BIO / OBJECTIVE

Experienced Digital FX Supervisor with over 25+ years working in the entertainment industry. Skilled in all aspects of digital media production from 2d animated, live action and hybrid feature films to AAA gaming franchise cinematics.

Blending art, storytelling, and technology in new and challenging ways with likeminded individuals allows me to learn, grow, and create engaging content. This is my passion.

EXPERIENCE

Digital Effects Supervisor & Art Director

Blizzard Entertainment, Irvine, CA

2012–present

Partner with Directors, Producers, Art Directors, and Game Teams in the Story, Franchise and Development Dept, to produce story driven, cinematic quality content for our AAA game titles. In this collaborative IP based leadership role, we produce pre-planned yearly content drops during which I was involved in a creative and technical role. Additional department collaboration includes Creative Development, Independent Contractors, Software Development, and Engineering teams. Also developed and drove the introduction of a production tracking system for studio wide adoption.

Senior Computer Graphic Supervisor (Lookdev / light / Comp)

Sony Pictures Imageworks, Culver City, CA

2003-2012

Worked with Visual FX Supervisors, Producers, & Directors during all phases of live action/animated film production, including pre-pro, R&D, look development, resource planning, shot bidding, and crew scheduling. Established rendering and compositing guidelines to satisfy creative vision. Problem-solve and guide development on production pipeline for smooth workflow. Supervise and led teams of 2D/3D artists during production. Schedule shot delivery with production team. Met regularly with client on and offsite for reviews / presentations

Computer Graphic Supervisor

Cinesite Digital Studios, Hollywood, CA

2000–2003

Collaborated with VFX/DFX supervisors to develop, design, and produce finished 3D animation for live-action films. Fulfill visual design requests from directors. Review IP shots prior to client presentation for final. Represent project for offsite client meetings.

CREDITS

Blizzard IPs
Cloudy 2
Spiderman 2
Arthur Christmas
2012
Body of Lies
Eagle Eye
I Am Legend
Open Season (+Imax)
Polar Express
X-Men 2
Solaris
Moulin Rouge
Spy Kids
13 Ghosts
Rat Race
Windtalkers
Megiddo
Sixth Day
Getting Over It
Titan AE
Bartok The Magnificent
Anastasia
All Dogs Go to Heaven
The Pebble and the Penguin
Thumbelina

EXPERIENCE

3D Directing Animator

20th Century Fox Animation Studios, Phoenix, AZ

1996–2000

Worked with Don Bluth to coordinate the production of 3D sequences, including key 3D shots, coordinated continuity and look while fulfilling visual design requests. Supervised integration of 3D animation department assets within a traditional animation construct. Build, texture, animate, light, and composite 3D elements. Research & Development for the "Drej" and "Space Suits" for Titan AE. Coordinated and supervised a team of animators for the 1st 3d character on a Don Bluth film.

Computer Animator

Don Bluth Studios, Dublin, Ireland

1993-1995

3d animator using Softimage on 35gt sgi's in a Unix environment. Responsible for all asset creation in all disciplines to bring an assigned shot to final. This included digital film recording, loading and unloading magazines to nightly rushes with daily reviews on Steenbeck editors with Directors.

Lecturer in Computer Animation

Dun Laoghaire College of Art and Design, Ireland
Ballyfermot Art College, Ireland

EDUCATION

Certificate in Computer Animation & Graphics – Dublin, Ireland
Diploma in Media Management & Production (Animation) – Dublin, Ireland

REFERENCES

Doug Ikeler

Doug.ikeler@locksmithanimation.com

CTO & VFX

Locksmith Animation, UK

(Formerly Sony Pictures and Disney VFX Supervisor)

Brian Horn

bhorn@blizzard.com

Cinematics Director Supervisor

Activision | Blizzard Entertainment

Wendy Campbell

Wbcampbell@tencent.com

Senior Cinematics Producer

Lightspeed L.A (Tencent Games)