

**Dave Max**

- May '09 - Nov. '09** **Independent Project** *'I.M.P.S. The Relentless: Chapter II'*  
**Director/Producer** – Production tasks for an independent sci-fi parody involved overseeing production and co-coordinating work for final completion of film.
- Mar. '08 – Sept. '08** Stan Rogow Productions – Electric Farm Entertainment  
**Concept Designer / Storyboards** *Gemini Division* - CG Animated series:  
Production Design development for other in house projects.
- Mar. '07 – Sept. '07** Stan Rogow Productions  
**Concept Designer / Storyboards** *Afterworld* - CG Animated series:  
Production Design development for other in house projects.
- Mar. '06 – Oct. '06** Electronic Arts Los Angeles  
**Concept Designer** *Command and Conquer: X (working title)* – Characters, vehicles, structures, alien development
- Nov. '05 – Jan. '06** Electronic Arts Los Angeles  
**Concept Designer** *Command and Conquer: RTS III (working title)* – Characters, vehicles, structures, alien development
- Feb. – Aug. '05** Warner Bros. Animation Studios  
**Concept Designer** *The Loonatics Unleashed* – Series props, details, vehicles (W.B. Kids, network TV.)
- June-Sept. '04** Creative Capers Entertainment  
**Lead Designer/Technical drawings** *Lego - 'Bionicle III'* – CG video feature
- June-Sept. '03** **Lead Designer/Technical drawings** *Lego – 'Bionicle: Legends of Metru-Nui'*  
Animated CG video feature
- Oct. '03** **Concept artist** *'Ella Enchanted'* – Series promo (Creative Capers Ent.)
- June-Sept. '02** **Concept artist/Technical drawings** *Lego – 'Bionicle: Mask of Light'*  
Animated CG video feature
- Mar. '02** **Storyboard artist** *'Sega: Dreamcast'* – Sports games highlights, E3 promo & commercial reel (CCI Digital / Sega)
- Jan. '00 – '02** **Instructor** *'Character / Environmental Design'* – 2D conceptual class for 3D modeling (Gnomon – school for visual effects: Hollywood)
- Aug. '01** Air Age Images Inc. DBA Foundation Imaging  
**Designer** *'Sky Pirates'* – CG series promo (Bob Forward & Air Age Images Inc. DBA Foundation Imaging)
- May '01** **Designer** *'Mech Warrior'* – Series promo (Microsoft/Tribune)
- Nov. '00-May '01** **Designer** *'Dan Dare'* – CG series (Dan Dare Corporation)
- Dec. '00** **Designer** *'Camp Ursa Minor'* – CG series promo (Nickelodeon)
- July '99-Dec.'00** Netter Digital Entertainment, Inc.  
**Designer** *'Dan Dare'* – CG series (Dan Dare Corporation)
- May '00** **SFX Designer** *'Dune'* - Miniseries (ABC/Sci-fi Channel/New Amsterdam)
- Nov. '98-July'99** **Designer/Storyboard artist** *'Robotech 3000'* – CG series promo (Harmony Gold Entertainment)
- Aug. '98** **SFX Designer** *'HyperSleep Story'* – MOW (UPN/Wilshire Court Productions)
- May '98-Mar. '99** **Designer** *'Lego'* – CG series promo (Lego/Ideal Movie Shoppe)  
**Designer** *'Voltron – The Third Dimension'* – CG series (World Events/Trendmasters)

- June '98** Babylonian Productions  
**Designer** 'Crusade' The series – details (Warner Bros./TNT)
- Aug. '98-current** **Independent Project** 'I.M.P.S. The Relentless'  
**Designer** – Pre-production tasks for an independent sci-fi parody involved storyboarding, costume, prop, and set construction.
- Mar. – Aug. '97** **Independent Project** 'Troops'  
**Designer** – Pre-production tasks for an independent sci-fi parody involved storyboarding, costume and prop construction.

**Education:** *Art Center College of Design*, Pasadena, California.  
Bachelor of Science Degree – Industrial Design (August 1998)

*College of the Redwoods*, Eureka, California.  
Associates Degree – Liberal Studies (December 1991)

**Skills:**

**Flatwork:** Sketching, painting (oils, gouache, watercolor, mixed media) marker indication, airbrush.

**Modeling:** Vacuforming, fiber glassing, experience with plastics, mold construction, minor electronics, CNC milling, wood and metal machine experience.

**Computers:** Macintosh and IBM PC knowledgeable (software includes: WordPerfect, Freehand, PhotoShop, AutoCAD, Fractal Painter) and Alias systems.