



PAUL DUMBAULD

Paul Dumbauld
2320 East Mitchell Street
Tucson, Arizona 85719

(520) 661-4876
dumbauld@gmail.com
www.pauldumbauld.com

Paul is an artist who prides himself on efficient digital and traditional design. He is as comfortable managing projects as he is producing **3D animations**, designing **web sites** and **graphics**, while **maximizing the vision of each project**.

Employment History

April 2009—present
Media & Design Consultant
Sole Proprietor: www.pauldumbauld.com

Currently, Paul is consulting with various local and international clients in a broad spectrum of industries. His work includes animation, software development, graphic design, logo and web development, as well as video and audio production.

- A selection of clients:**
Premier Heart Group
Running With Scissors
Keller Williams (Leach-Wilson Team)
Tripwire Arts
Red Bull
Clamp Pad Solutions
Endless Summer Tans
A.N.S. Auto Detailing
Healing Path Yoga
Avalex Home Care Services
Allan Hamilton, M.D., FACS
Areté Associates
Financial Freedom Associates
Realty Executives of Tucson, Arizona
Arizona International Film Festival
Sound Solutions

October 2005—April 2009
Lead Animator—Production Manager
Bio-Sim: Med-Sim, Ed-Sim, www.digitalhuman.com

A key member of Bio-Sim’s production team, working on Digital Human 3D anatomical software, web applications, animations for education and litigation, and various props for ABC’s Grey’s Anatomy Seasons 2 and 3.

Helped develop the proprietary Digital Human software with thousands of detailed 3D anatomical models and texture maps referencing traditional Frank Netter plates. Drastically improved production pipeline with standard operating procedures for quad-based, subdivision, polygon modeling, effectively optimizing load times. Created 3D models, mock X-Rays, CTs, and MRIs, and anatomical prop reference material for The Prospect Studios. Animations for litigation included accident reconstructions, surgical simulations, forensic analysis and volume renderings of patient data.

- A selection of clients:**
The Prospect Studios (ABC’s Grey’s Anatomy)
Arizona Simulation Technology and Education Center
Blasingame, Burch, Garrard & Ashley, P.C.
Wilson, Kehoe & Winingham
Wattel & York
Hawkeye Images

Education | August 2002—July 2006
Bachelor of Arts: Media Arts, Digital Arts Emphasis
University of Arizona, Tucson

Software

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|---|---|---|
| 3D / CG / Real-time:
3ds Max, <i>Maxscript</i>
Character Studio
Maya, <i>Melscript</i>
Zbrush, <i>Zscript</i>
Vue
Cinema4D
Blender
Mudbox
XFrog
Valve Hammer SDK
CryEngine Sandbox
Bryce | Audio / Video:
After Effects
Premiere
Final Cut
Soundbooth
Ableton Live!
Reason
Absynth | Design / Print:
Photoshop / GIMP
Illustrator
Painter, Draw
InDesign
Fireworks
Dreamweaver
Flash, <i>ActionScript</i>
HTML / XHTML and CSS
XML, PHP, Java
Office / Open Office
Publisher |
|---|---|---|

Skills Profile

- CG:** 3D modeling, low and high polygon, proxy, subdivision, nurbs and procedural modeling, texture mapping, multi-mapping, shaders, rigging, skinning, animation, lighting, particle systems, rotoscoping, real-time rendering
- Audio/Video:** compositing, motion tracking, green screening, match-moving, VFX, motion graphics, editing and production, cinematography
- Design:** web, graphic and interactive, software, storyboarding, illustration, print, processing
- Management:** production, project and content