

# DAVID CHAMBERS

Manager · Art Director · Entertainment Arts Industry

## CONTACT

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Metro Vancouver, B.C., Canada

## MANAGEMENT SKILLS

- Team Building & Direction
- Multi-Studio Operations
- International Management
- Production Estimating
- Hiring & Staff Dev.
- Team Balancing
- Senior-Level Reporting
- Production Planning
- Vendor Management

## OPERATIONAL SKILLS

- Academic Development
- Client Presentations
- Audience Presentations
- Speech Writing
- Cross-Cultural Collab.
- Industry Partnerships
- Risk Management

## TEACHING SKILLS

- Concept Art Instruction
- Colour Theory
- Student Coaching
- Individual Student Review
- Curriculum Design
- Presentation
- 3D / Photoshop
- Criminal Law Instruction

## PROFILE

Senior leader with 20+ years directing teams, managing large-scale productions, and building creative departments across the entertainment industry. Has run multi-studio operations spanning Canada, the USA, India, Malaysia and China — coordinating across time zones, cultures, and organizational layers while keeping quality and momentum intact. Currently Art Directing at Kickstart Entertainment, and teaching at the Vancouver Film School, bringing real industry weight into the classroom. Equally comfortable setting the vision and getting into the details. A track record of developing the people around him, not just delivering on tasks.

## LEADERSHIP & OPERATIONS

### Art Director

*Kickstart Entertainment Vancouver, B.C. · Feb 2021 – Present*

- > Oversees all aspects of production from brief to delivery — scheduling, vendor management, risk management, anticipation of probable technical issues, quality review, and client communication.
- > Manages costs and production efficiency as a core part of the role; has built a reputation for saving money without cutting corners.
- > Prepares and presents project proposals at the executive level; translates vision into actionable plans for teams.

### Instructor — Concept Art & Colour Theory

*Vancouver Film School Vancouver, B.C. · Jan 2024 – Present*

- > Works inside VFS's intensive one-year program model.
- > Manages and teaches a student cohort, ensuring learning goals are met.
- > Works with faculty and program leads to keep instruction consistent and quality-controlled across the department.
- > Builds real relationships with students — the kind of trust that helps people push past their limits.
- > Provide individual attention while managing over-all instruction.

### Layout Supervisor

*Atomic Cartoons Vancouver, B.C. · Jun 2019 – May 2020*

- > Ran layout departments in two cities at once — Vancouver and Ottawa — while managing day-to-day direction of two outsource studios in China.
- > Kept communication clear and expectations aligned across very different cultural and working contexts; solved problems without escalating unnecessarily.
- > Reported to senior leadership on team performance, scheduling risks, and creative standards throughout the run.
- > Advised and directed a team of leads to ensure efficiency and quality.
- > The production — The Last Kids on Earth for Netflix — won a Daytime Emmy.

## TECHNOLOGY

- Blender
- Maya
- Illustrator
- InDesign
- Photoshop
- After Effects / Premier
- AI Production Tools
- AR, VR, Development
- 3D Production Pipelines

## AWARDS



### Daytime Emmy Award

*The Last Kids on Earth*  
Netflix / Atomic Cartoons, 2020



### Best Selling Game of the Year

*Need for Speed: Underground*  
Electronic Arts, 2004

## EDUCATION

### Animation — Design & Concept Art

Capilano University  
*Studio B Productions Scholarship*  
*Dean's List, Class Rep.*

### Design & Visual Communications

Georgian College  
*John Hart Memorial Scholarship*  
*Student Activity Council*

### French Language Studies

Université Laval &  
Université du Québec  
*Student Activity Council*

### Criminal Law and Ops.

RCMP Training Academy  
*Choir*

### Criminal Law and Ops.

Justice Institute of BC  
*Top Student Award*

### Art Director — HoloLens & AI R&D Group

*Microsoft (Xbox.Cognition R&D) Redmond, Washington, Jun 2018 – Mar 2019*

- > Worked at a senior level within one of Microsoft's strategically important R&D divisions, managing visual direction across multi-company collaborations.
- > Provided creative imagery that directly supported two US Army contracts totalling \$22.5B.
- > Presented to executive stakeholders spanning Microsoft, HP, Panasonic, and Disney.

### Art Director

*DHX Media Vancouver, B.C. · Sept 2017 – Jun 2018*

- > Ran the art department on a major 3D animated series — owning scheduling, staff direction, performance reviews, quality control, and the Nickelodeon client relationship simultaneously.

### Art Director

*Nerd Corps Entertainment Vancouver, B.C. · Mar 2015 – May 2016*

- > Managed artist teams across Disney, Mattel and Nickelodeon productions; guided performance, mentored talent, and helped build style guides and onboarding frameworks that outlast any single project.

### Outsource Manager / Lead Artist

*Smoking Gun Interactive / Real Networks Vancouver & Victoria, B.C. · Jan 2013 – Jul 2014*

- > Directed outsource teams in North America and Asia for Age of Empires: Castle Siege and multi-platform gambling titles; built the communication and quality systems that made remote collaboration work.

### Graphic Designer / Design Direction — Windows AI & UX

*Microsoft Redmond, Washington, USA · May 2016 – Aug 2017*

- > Managed a design strategy across multiple Windows 10 products; built and delivered executive presentations to large cross-functional audiences.

### Graphic Designer / Art Director

*Sony Redmond, Washington, USA · Mar 2007 – Mar 2011*

- > Art direction and concept work across MAG (PS3 MMO), SOCOM 4: US Navy SEALs, and Unit 13 (PS Vita). Designed factions and ensured look quality.

### Modeler, Concept Artist & Outsourcing Manager

*Electronic Arts Vancouver, B.C. · Jun 2003 – May 2005*

- > Directed outsource operations in the US and India while contributing to the 'Need for Speed' franchise — including multiple award-winning titles.
- > Developed and presented financing and marketing materials to EA's executive leadership.