DAVID CHAMBERS

ART DIRECTION · CREATIVE OPERATIONS · PRODUCT & VISUAL DESIGN

CONTACT

davec@theconceptartist.com

theconceptartist.com

linkedin.com/in/davidmchambersdave/

Metro Vancouver, BC, Canada

LEADERSHIP

- Art & creative direction
- Creative operations
- Multi-studio leadership
- International vendor management
- Scheduling & resources
- Hiring & mentorship
- Client relationships
- Executive presentations

PRODUCTION

- Visual development
- Workflow improvement
- Quality & risk management
- Outsource production
- Motion graphics
- Cross-functional delivery

PROFILE

I'm an Art Director and design leader with 27 years of experience across animation, video games, product design and emerging technology. My titles have changed over the years, but my work has never been limited to one role. I've directed art departments, managed teams and outside studios, developed products, and worked directly with clients and engineers to solve problems and bring ideas to life.

I enjoy working in the gray area between creative vision and technical challenges. I'm equally comfortable setting direction, creating the artwork myself or getting hands-on when production problems need solving. I also enjoy mentoring people, strengthening teams and helping them work more effectively together to produce their best work.

LEADERSHIP & OPERATIONS

Art Director / Concept Artist — Independent Practice

TheConceptArtist.com, Metro Vancouver, BC · Independent consulting practice

› I work directly with clients on concept art, art direction, product ideas, visual development and presentation materials for games, animation, technology and commercial projects.

› Some jobs call for design and illustration; others need someone to organize the work, guide outside artists or work through a technical problem with the team.

Instructor — Concept Art, Colour Theory & Art Management

Vancouver Film School, Vancouver, BC · Jan 2024 – Present

› I teach concept art, colour theory, Photoshop and the practical side of art management and production.

› I review student work, demonstrate techniques and help students explain things and help them improve.

› I also work with faculty to keep the instruction consistent with what students will face on the job.

Art Director

Kickstart Entertainment, Vancouver, BC · Feb 2021 – Jun 2026

› I provided art direction and helped keep production moving across remote teams and outside partners.

› Much of the job was reviewing work, sorting out schedules and outsource needs, and stepping in when something wasn't working technically or creatively.

› I worked with clients, prepared proposals, set direction for colour, lighting and design, and created posters, promotional material and After Effects motion graphics.

› I used Blender, Unreal and other production tools when the work called for a hands-on solution.

Layout Supervisor

Atomic Cartoons / Thunderbird, Vancouver, BC · Jun 2019 – May 2020

› I ran layout teams in Vancouver and Ottawa while working with two outside studios in China.

› I reviewed work with the leads, dealt with scheduling and quality issues, and kept management informed.

› The Last Kids on Earth, the Netflix production I worked on, received a **Daytime Emmy**.

TECHNOLOGY

- Adobe Photoshop
- Illustrator & InDesign
- After Effects & Premiere
- Blender & Maya
- Unreal Engine
- AI-assisted creative tools
- UX / interface visualization
- AR / VR development
- 2D / 3D pipelines
- Microsoft Word & Excel

SELECTED WORK

- Microsoft Cognition R&D
- Windows Photos / AI
- Hot Wheels Monster Trucks
- Age of Empires
- Jack Daniel's AR
- The Last Kids on Earth

RECOGNITION

Daytime Emmy-winning production

The Last Kids on Earth (Atomic / Netflix), 2020

TECHNOLOGY, DESIGN & STUDIO LEADERSHIP

Art Director / Concept Artist — Cognition R&D

Microsoft, Redmond, WA · Jun 2018 – Mar 2019

› Microsoft hired me into confidential R&D work before I could be told exactly what the team was developing. I helped turn engineering discussions, rough prototypes and new interface ideas into visuals people could see and discuss.

› My art and imagery supported work associated with two U.S. Army contracts totalling $22.5 billion.

› I also prepared and presented work for stakeholders at Microsoft, HP, Panasonic and Disney.

Art Director

WildBrain Studios, Vancouver, BC · Sep 2017 – Jun 2018

› I ran the art department on a Nickelodeon 3D series, handling the staff, schedules, reviews, reporting and client relationship.

Graphic Designer — Windows AI & UX

Microsoft, Redmond, WA · May 2016 – Aug 2017

› I helped visualize Windows 10 product and interface ideas, including Windows Photos and AI-related movie-generation work. I conducted focus testing as part of my product and experience design tasks.

› I created presentations and motion graphics in After Effects so engineers and managers could see what was being proposed. One was even presented to Bill Gates.

Art Director

Nerd Corps Entertainment, Vancouver, BC · Mar 2015 – May 2016

› I directed artists working on Disney, Mattel and Nickelodeon productions.

› I reviewed work, helped artists develop their skills and put together style guides, colour scripts and onboarding materials.

Outsource Manager / Lead Artist

Smoking Gun Interactive, Vancouver & Victoria, BC · Jan – Jul 2014

› I set up the work with Virtuos in Shanghai, coordinating outside artists and our internal team for Microsoft's mobile Age of Empires project.

Design Team Lead

RealNetworks / GameHouse, Victoria, BC · Mar 2013 – Jan 2014

› I managed North American outsource artists and created concepts, storyboards and illustrations for digital products and mobile online casino games.

EDUCATION & TRAINING

Capilano University
Animation, design & concept art scholarship, Dean's List

Georgian College
Design & visual communications scholarship

Université Laval / UQAC
French-language studies

RCMP Training Academy
Criminal law and police training
RCMP choir volunteer

Justice Institute of BC
Criminal law and operations top student award

ADDITIONAL EXPERIENCE

- Criminal-law instructor
- Executive design and presentations
- Global vendor coordination
- Visual communications for education and public-sector clients

EARLIER CAREER & SELECTED PROJECTS

Senior Concept Artist
Relic Entertainment, Vancouver, BC · Mar 2011 – Mar 2012

› I designed characters, environments and storyboards for Company of Heroes 2, helping the team establish the look and feel of the game.

Art Director / Concept Artist
Sony / Zipper Interactive, Redmond, WA · Mar 2007 – Mar 2011

› I worked on MAG, SOCOM 4 and Unit 13, developing concepts, factions and visual direction, while also taking on art-direction responsibilities.

Concept Artist / Outsource Manager
Electronic Arts, Vancouver, BC · Jun 2003 – May 2005

› I managed outside art teams in the United States and India for the Need for Speed games.

› I designed vehicles, environments, graphics and created financing presentations for EA executives.

› My law-enforcement background came in handy: I wrote police radio dialogue, performed a number of the police voices and demonstrated takedown techniques for motion capture.

› I even put on an old RCMP uniform and served them "warrants" during the presentation.

Designer
Studio B Productions, Vancouver, BC · Apr 2001 – Jul 2002

› I created background, prop and character designs for animated productions.

Graphic Designer
BCIT Learning Resources, Burnaby, BC · Jan 1993 – Mar 1994

› I created illustrations, posters, manuals and other visual material for BCIT and industry clients.

SELECTED ADDITIONAL PROJECTS

Nintendo / Next Level Games — I designed characters, environments, props and storyboards for Mario Strikers Charged.

Jack Daniel's AR — I developed concepts and textures for a bottle-scanning AR experience. It reached more than 30,000 downloads in its first two weeks.

Hot Wheels Monster Trucks — I directed art teams, helped establish the look and worked through Unreal Engine production issues.

PROFESSIONAL APPROACH

Whether I'm managing an outside studio, developing a visual concept or getting under the hood to solve a technical roadblock, I just love making great products. I also love helping people improve.