

DAVID CHAMBERS

ART DIRECTOR | CREATIVE OPERATIONS LEADER | DESIGN & VISUAL STRATEGY | GLOBAL OUTSOURCE MANAGEMENT

Vancouver, British Columbia, Canada

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Senior Art Director, Creative Operations and Design Leader with 20+ years of experience leading multidisciplinary teams, complex visual programs, global production operations and cross-functional initiatives for organizations including Microsoft, Xbox, Sony, Electronic Arts, Nintendo, Disney and major technology and entertainment companies. Experienced operating at the intersection of creative strategy, technology, operations and business objectives. Proven ability to establish visual direction, build scalable workflows, manage distributed teams, coordinate international vendors, solve complex production problems and communicate effectively with cross-functional stakeholders. Career includes senior-level work within Microsoft/Xbox R&D, supporting visual initiatives associated with two U.S. Army contracts totaling \$22.5B, as well as executive presentations involving Microsoft, HP, Panasonic and Disney. Combines creative leadership with practical operational expertise across AI, UX, AR/VR, digital products, graphic design, visual communications, project coordination, outsourcing and technology-enabled workflows.

LEADERSHIP CAPABILITIES

- Art Direction & Creative Leadership
- Creative Operations Coordination
- Design Strategy & Visual Systems
- Global Team Leadership
- Outsource & Vendor Management
- Cross-Functional Collaboration
- Technical Problem Solving
- Executive Presentations & Stakeholder Communication
- Production Planning & Scheduling
- Workflow Development & Process Improvement
- Quality Assurance & Creative Standards
- Budget & Resource Awareness
- Talent Development & Team Mentorship
- AI, UX, AR/VR & Emerging technology
- Graphic Design & Visual Communications
- 2D / 3D Design & Digital Production
- Remote & Multinational Team Management

PROFESSIONAL EXPERIENCE

VANCOUVER FILM SCHOOL, Vancouver, BC

INSTRUCTOR | JAN 2024 to PRESENT

Lead instruction and mentorship in concept development, visual communication, color theory, Photoshop and art management.

- Mentor emerging designers and artists in professional creative practices and production standards.
- Conduct visual reviews, demonstrations and presentations.
- Teach students how to communicate creative decisions clearly and professionally.
- Provide practical guidance in art management, design development and production workflows.
- Develop professional skills applicable to collaborative, deadline-driven environments.

KICKSTART ENTERTAINMENT, Vancouver, BC

ART DIRECTOR | FEB 2021 to JUN 2026

Provided senior creative and operational leadership across distributed production environments.

- Directed remote teams and external partners across multiple production functions.
- Managed outsource direction, production planning, scheduling and development reviews.
- Identified and resolved technical and creative production issues.
- Prepared and presented proposals to clients and stakeholders.
- Established visual direction for color, lighting, design and overall quality.
- Produced graphic, poster and promotional materials supporting organizational communications.
- Applied Blender, Unreal and digital production tools to develop assets, textures and new production approaches.

ATOMIC CARTOONS / THUNDERBIRD ENTERTAINMENT, Vancouver, BC

LAYOUT SUPERVISOR | JUN 2019 to MAY 2020

- Managed large distributed teams in Vancouver and Ottawa.
- Directed two external production companies in China.
- Coordinated international workflows while maintaining quality, schedule and production requirements.
- Supported delivery of Netflix/Atomic productions.
- The production – 'The Last Kids on Earth' for Netflix – won a Daytime Emmy Award.

MICROSOFT / XBOX, Redmond, WA

GRAPHIC DESIGNER | CONCEPT ARTIST | ART DIRECTOR - COGNITION R&D

JUN 2018 to MAR 2019

Strategic R&D / Enterprise Technology Experience

Worked at a senior level within Microsoft's Cognition R&D, providing visual leadership across complex, multi-company initiatives.

- Developed visual communications and creative assets supporting strategically important R&D initiatives.
- Provided imagery directly **supporting two U.S. Army contracts totaling \$22.5B.**
- **Presented concepts and visual materials to executive stakeholders across Microsoft, HP, Panasonic and Disney.**
- Worked across organizational boundaries and multiple stakeholder groups to translate complex concepts into clear visual communications.
- Operated within a highly collaborative technology and research environment.

WILDBRAIN, Vancouver, BC

ART DIRECTOR | SEP 2017 to JUN 2018

- Led the art department for a major 3D production.
- Managed scheduling, staffing, performance reviews, production reporting and quality control.
- Managed the client relationship with Nickelodeon.
- Balanced people leadership, operational requirements, quality standards and client expectations.

MICROSOFT, Redmond, WA

GRAPHIC DESIGNER / WINDOWS AI & UX | MAY 2016 to AUG 2017

Enterprise Technology | AI | UX | Product Design

- Supported design strategy across multiple Windows 10 products.
- Contributed to **Windows Photos and AI Movie Generator** initiatives.
- Developed visual communications for complex technology initiatives.
- Built and delivered executive presentations to large cross-functional audiences.
- Worked across design, technology and product-oriented environments.

NERD CORPS ENTERTAINMENT, Vancouver, BC

ART DIRECTOR | MAR 2015 to MAY 2016

- Managed multidisciplinary artist teams supporting Disney, Mattel and Nickelodeon initiatives.
- Directed talent development, performance and creative execution.
- Developed style guides and onboarding frameworks designed for repeatable team use.
- Mentored artists and established consistent production standards.

SMOKING GUN INTERACTIVE, Vancouver, BC

OUTSOURCE MANAGER / LEAD ARTIST | JAN 2014 to JUL 2014

- Built and managed an international outsourcing framework with **Virtuos in Shanghai.**
- Established communication and production processes for distributed teams.
- Supported Microsoft's debut mobile version of **Age of Empires.**
- Coordinated internal and external resources to meet production requirements.

REALNETWORKS / GAMEHOUSE, Victoria, BC

DESIGN TEAM LEAD | MAR 2013 to JAN 2014

- Directed North American outsource teams across multi-platform digital products.
- Developed communication and quality systems for remote collaboration.
- Created concepts, storyboards and visual communications.
- Coordinated creative execution across multiple platforms and stakeholders.

RELIC ENTERTAINMENT, Vancouver, BC

SENIOR CONCEPT ARTIST | MAR 2011 to MAR 2012

- Developed visual concepts, storyboards, environments, characters and presentation materials.
- Established visual, color and style direction.
- Supported cross-functional development through visual planning and concept communication.
- Contributed to **Company of Heroes 2.**

SONY / ZIPPER INTERACTIVE, Redmond, WA**ART DIRECTOR / CONCEPT ARTIST | MAR 2007 to MAR 2011**

- Provided art direction and visual strategy across multiple large-scale digital products.
- Directed visual quality and established design direction across distributed development environments.
- Worked across **MAG, SOCOM 4 and Unit 13**.
- Developed factions, visual systems and design standards.

ELECTRONIC ARTS, Vancouver, BC**MODELER / CONCEPT ARTIST / OUTSOURCING MANAGER | JUN 2003 to MAY 2005**

- Managed internal and external outsourcing teams across the United States and India.
- Developed visual concepts for products, interfaces, vehicles and environments.
- Created marketing and financing presentations.
- Supported proposal development and visual communication for new initiatives.
- Contributed to the **Need for Speed** franchise.

STUDIO B PRODUCTIONS, Vancouver, BC**DESIGNER | APR 2001 to JUL 2002**

- Developed background, prop and character designs across multiple productions.
- Worked within collaborative, deadline-driven production environments.

BCIT LEARNING RESOURCES UNIT, Burnaby, BC**GRAPHIC DESIGNER | JAN 1993 to MAR 1994**

- Produced graphic design, illustrations, posters and educational materials.
- Supported layout and production of manuals, guides and institutional communications.
- Worked with organizations including **BCIT, BC Hydro, BC Gas, BC Transit and Malaysia Gas**.

VOLUNTEER EXPERIENCE**CASINO FUNDRAISER**

Aspire Richmond (formerly
Richmond Society for
Community Living)

**HIGH SCHOOL DRY GRAD
SECURITY**

Surrey School Board

PARKING LOT ATTENDANT

Langley Canada Day

CHOIR SINGER

Regina, SK

**MUSIC PROGRAM
PHOTOGRAPHER**

Langley Fundamental School

EDUCATION & PROFESSIONAL TRAINING**CAPILANO UNIVERSITY — North Vancouver, BC**

Animation — Design & Concept Art, 2D/3D
Scholarship

UNIVERSITÉ LAVAL — Québec

French

GEORGIAN COLLEGE — Barrie, Ontario

Design & Visual Communications
Scholarship
Student Activity Counsel - Photographer

UNIVERSITÉ DU QUÉBEC — Chicoutimi, Québec

French
Student Activity Counsel - Photographer

RCMP TRAINING ACADEMY — Regina, Saskatchewan

Criminal Law & Police Training