

DAVID A. MALDONADO

CONTACT ME:

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WHO I AM:

Hello, I'm David, a Senior Digital Artist with feature film and TV experience across many disciplines.

WHAT I DO:

- Storyboarding
- Compositing (Live Action and Animation)
- Stereoscopic Camera
- Lighting
- Roto
- Editing

WHAT I CAN WORK IN:

- Nuke
- Maya
- Adobe Premiere
- Procreate
- After Effects
- Davinci Resolve
- LightWave 3D
- Digital Fusion
- Linux
- Shotgrid

ARTIST HIGHLIGHTS:

WALT DISNEY ANIMATION STUDIOS

Stereo Layout Artist / Contract (Burbank, CA) - April 2019 - Current

- Create and refine stereo cameras and Nuke comps to support accurate dimensionality in 3D conversion workflows.
- Perform stereo paint, edge cleanup and depth compositing to resolve visual discrepancies and maintain viewer comfort.
- Align and correct stereo plates to address issues such as vertical disparity, window violations, and ghosting artifacts.
- Collaborate with depth leads and compositing teams to achieve consistent depth continuity across sequences.
- Integrate CG into stereo shots, matching depth and scale for a cohesive 3D experience.
- Review stereo dailies, flag problematic frames, and implement fixes to meet artistic and technical standards.
- Maintain stereo shot naming conventions, templates, and workflow documentation to support pipeline efficiency.
- Participate in internal reviews on 3D monitor playback to ensure quality and spatial storytelling accuracy.

SOAPBOX ENTERTAINMENT

Storyboard Artist / Contract (Burbank, CA) - June 2024

- Developed dynamic storyboards that clearly conveyed narrative flow, pacing and camera direction for a hybrid animated series.
- Developed character personality for comedic action.
- Translated director notes into visual sequences that effectively captured tone, emotion and timing.
- Created detailed thumbnails, final presentation boards and animatic under tight production deadline.
- Designed cinematic compositions, shot breakdowns and character blocking with a focus on storytelling clarity.
- Incorporated camera moves, transitions and visual effects cues to align with the director's vision.

FOXTROT X-RAY

Stereographer/ Contract (Phoenix, AZ) - January - March 2024

- Designed and maintained stereoscopic depth across 180-degree VR experiences, optimizing comfort and immersion for headset viewing.
- Reviewed and approved stereo dailies, flagging depth-related issues.
- Worked with compositing and post-production teams to correct depth discrepancies and balance stereo alignment in final delivery.
- Reviewed stereoscopic renders in headset (e.g., Meta Quest, HTC Vive) to evaluate real-world user comfort and spatial impact.
- Collaborated with composers and VFX artists to integrate CG and live-action elements into a cohesive, stereo-consistent VR environment.

SONY PICTURES IMAGEWORKS

Senior Digital Artist (Vancouver, BC) - September 2017 - April 2019

- Dialed stereo camera settings for several full sequences.
- Finalized stereo comps for animated films Smallfoot and Spider-Man: Into the Spider-Verse.
- Problem solved issues in stereo comps using stereo paint and various conversion techniques.
- Reviewed stereo comps and assigned notes for corrections.
- Presented shots to client in rounds sessions.

FEATURE WORK:

Zootopia 2
Moana 2
The Faceless Lady (VR show)
Wish
Strange World
Encanto
Cruel Summer (TV 2021)
Raya And the Last Dragon
Us Again (Short)
Once Upon a Snowman (Short)
Frozen II
Spider-Man: Into the Spider-Verse
Smallfoot
Star Wars: Episode VIII - The Last Jedi
Geostorm
Thor: Ragnarok
Blade Runner 2049
War for the Planet of the Apes
Spider-Man: Homecoming
King Arthur: Legend of the Sword
Guardians of the Galaxy Vol. 2
Rogue One: A Star Wars Story
Fantastic Beasts and Where to Find Them
Doctor Strange
Miss Peregrine's Home for Peculiar Children
Star Trek Beyond
Lazer Team
Godzilla
Need for Speed
Thor: The Dark World
R.I.P.D.
The Wolverine
Pacific Rim
Star Trek Into Darkness
Iron Man 3
G.I. Joe: Retaliation
Hansel & Gretel: Witch Hunters
Abraham Lincoln: Vampire Hunter
The Avengers
Captain America: The First Avenger
Thor
The Green Hornet
Battle for Terra
Titanic
Jurassic Park

BLUR STUDIO

Storyboard Artist for Turtle Crossing project - 2024

Animation Coordinator (Culver City, CA) - January 2014 - April 2014

- Worked closely with the director to develop dynamic storyboards that clearly conveyed narrative flow, pacing and camera direction for an animated short.
- Translated director notes into visual sequences that effectively captured tone, emotion and timing.
- Coordinated animation team for Halo 2 Cutscenes on Halo: Master Chief Collection.
- Tracked and distributed elements needed for the animation team.
- Managed and assigned shots in Shotgrid.
- Worked with production on the interviewing and hiring of new team members.
- Organized and ran dailies.
- Assisted Animation Supervisor in all duties related to the show.

SDFX STUDIOS (FORMERLY KNOWN AS DELUXE/STEREO D)

Paint Artist (Toronto, ON) February 2017 - September 2017

Senior Depth Artist (Toronto, ON) June 2016 - Jan 2017

Stereoscopic Depth Lead (Burbank, CA) November 2010 - January 2014

- Led a team of depth artists on several films.
- Converted 2D shots into stereoscopic using Nuke and proprietary software.
- Converted complex element comps into stereoscopic.
- Organized and assigned shots for the team on proprietary production tracking software.
- Reviewed shots to go into dailies.
- Cleanplates and stereo compositing.

MOONTOWER VFX

Visual Effects Compositor - Austin, TX

January 2021 - April 2021

May 2015 - September 2015

- Visual effects compositing
- 2D tracking
- Cleanplates
- Roto/Paint
- VFX animation
- Compositing CG elements into live action plates

GRADUATE OF:

The Digital Animation and Visual Effects School - Orlando, Florida
High School of Art and Design - New York, New York

PUBLISHED WORK:

- HDRI3D article - Issue 21 - two page biography of an up and coming digital artist
- HDRI3D article - Issue 24 - nine page biography on an established digital artist
- HDRI3D article - Issue 29 - tutorial on stereoscopic rendering in 3D space
- HDRI3D article - Issue 31 - a creative look at production from a unique perspective
- HDRI3D article - Issue 32 - a two page biography on an established digital artist