David Edwards (PR)

Digital Matte Painter | Environment Artist | Concept Artist

Email: davidedwards.me@gmail.com | **Portfolio**: www.artstation.com/**everlite** | Vancouver, BC

PROFESSIONAL SUMMARY

I'm a professional VFX artist specializing in Matte Painting, Concept Art & Digital Environments for film, TV, and interactive media. I have over 20 years of professional experience with credits that include Shogun, Fallout, Blade Runner 2049, Wonder Woman, Avatar, Maze Runner, Halo, Clash of the Titans, and Where the Wild Things Are. I've held senior positions and collaborated with clients like Sony, FOX, Microsoft, Google, Honda, and Verizon. I have extensive experience working remotely and inhouse. I hold Canadian PR and can work in Canada without restrictions.

WORK EXPERIENCE

Eyeline / Scanline VFX Vancouver, Canada

Senior Matte Painter **Mar 2025 - Sep 2026**

- Matte painting and environment work for Stranger Things Season 5, Spider-Noir, Wednesday Season 2 and Godzilla x Kong: Supernova.

COSA VFX Vancouver, Canada

Senior Environment / Matte Painter Artist **2022 - 2024**

- Senior Environment artist and Matte Painter producing artwork for TV / Film projects such as Fallout, Nancy Drew, Big Cigar, Lady in the Lake and Juror #2. Responsibilities include taking shots from concept to comp using 2d and 3d techniques.

FOX Studios / Sony Pictures Vancouver, Canada

Concept Artist **2019 - 2022**

- Worked directly with clients on NDA projects, delivering concept art for feature film productions.

Oats Studios (Neill Blomkamp) Vancouver, Canada

Concept Artist **2017 - 2019**

- Worked directly with Neill Blomkamp on a number of projects for the Oats Studio projects.

DNeg (Double Negative) Vancouver, Canada

Matte Painter Artist **2016 - 2016**

- Created matte painting work for Blade Runner, Wonder Woman, Fast & Furious & Alpha.

Sequence Post Vancouver, Canada

Senior Matte Painter Artist / CG Generalist **2014 - 2016**

- Senior Environment Artist / MISC working on VA projects including HALO & Star Wars

Method Studio (Duluxe) Vancouver, Canada

Matte Painter Artist **2013 - 2014**

- Produced Matte Paintings for Maze Runner and Ender's Game

Stargate Studios Vancouver, Canada

Matte Painter Artist **2012 - 2013**

- Various feature films and TV projects as an environment artist & concept artist with on set experience. Projects included; Walking Dead, Haven, Doctor Who.

Spin VFX Toronto, Canada

Matte Painter Artist **2010 - 2010**

- Various projects including; Knight and Day, Priest and Piranha 3d.

Framestore London London, UK

Matte Painter / Texture Artist / Concept Artist **2007 - 2009**

- Various projects including; Avatar, Where the Wild Things Are, Prince Caspian, Harry Potter.

SKILLS

- Digital Matte Painting / Environments
- Concept Art / Previz & Storyboarding / Marketing Illustration/ Key Art
- 3D modeling / Animation
- 2D animation / Motion Graphics
- Software / Tool Development

SOFTWARE PROFICIENCIES

- Maya / Blender / 3ds Max / Unreal & Houdini / V-Ray
- Nuke / After Effects
- Photoshop / Mari / Substance Painter
- PF Track / Moca
- Windows / Mac / Linux
- Ftrack / Shotgun / ShotGrid
- Proficient in AI tools and developing technologies

Throughout my career I've experienced many diverse opportunities in the film / TV industry, working throughout pre and post production in studios, on set and one to one with clients. This experience has provided me with a strong versatility and understanding of the business and the pipeline as a whole. I'm recognized by others for my strong understanding of the process and speed of delivering high quality content. I embrace the opportunity to utilize the diversity of my skills, push technological boundaries and deliver exceptional content.

Thank you for your consideration.