

Linkedin Recommendations

Joe Bacigalupa

Lead Developer, ASGVIS (colleague)

"I am an owner of ASGVIS, LLC but my daily responsibilities are related to my position as the lead software developer. David lead the Visualization studio of ASGVIS and managed them through many successful projects. He is equally skilled as both an artist and a business-minded individual. He dealt with contracts, customers, and the other artists who worked under his supervision. He is dedicated and loyal, has an upbeat personality, and was always a pleasure to work with." February 17, 2009

Yavuz Goncu

Creative Director / Architect, ASGVIS / Ayers | Saint | Gross (colleague)

"David has been a great asset to our organization as he added immeasurable experience and strong skills. His knowledge in the 3D field and his communication skills also helped other studio members to learn from him and advance in their fields. He has also been responsible with administrative functions of many projects; he has been in direct contact with clients, and managed several artists to maintain efficiency and profitability. I highly recommend David as he would be a great asset for any organization." February 20, 2009

Tom Zahorik

Producer, Atari (colleague)

"Dave was great to work with. Enthusistic and talented, I would not hesitate to work with him again." May 22, 2008

Fernando Iribarren

Creative director, ayers saint gross (colleague)

"David is a person that even being technically very skilled his best quality is the good energy and positive attitude that he brings to any team that works with him, becoming a partner and a friend. He creates a fun environment where raising the bar is not only challenging but fun!" July 14, 2008

Marvin Nardo

Digital artist, ASGvis (colleague)

"David has a large knowledge of 3d programs through his years of experience and it shows by his amazing technical ability to finish projects under very tight deadlines." March 24, 2008

Hannah Imperial Cannon

North Eastern - Central Regional Sales Manager, Autodesk Multimedia (Formally known as Discreet) (business partner)

"I have known David since 2000 when he was working with Atari and then again at Breakaway Games. David exhibited an extreme passion for knowledge of the ever changing environment of 3d visualization in gaming. He has a strong understanding of the needs to continue strong relationships to drive success. David helped me organize and lead an event in the Baltimore region of A list Game Developers. He was instrumental in helping me achieve this successful event as well as eloquent is his presentation. I continued to hire David to work with our Asian division at Autodesk Multimedia as a contractor to present the use of 3D Max for games at one of our Australia events. He displayed a great knowledge and skill in his instructional presentation in the process of Game Development to a large and eager audience. I would say that David was one of the hardest working and enthusiastic colleague/client I have ever had the pleasure to work with. He would be an asset to any company!" March 25, 2008

Todd Bilger

Senior Artist, Breakaway Games (colleague)

"David is a truly talented Lead and Technical artist. When there are questions on a project, he has the answer or finds it. His knowledge of the latest techniques and software in the Game industry seems to be unlimited. My knowledge and Talent has grown tremendously because of working with David. He can achieve anything if given the opportunity and will NOT let you down. He will raise the bar." March 10, 2006

Eric Scharf

Art Director, BreakAway, Ltd. (colleague)

"David has been a solid Lead Production Artist for BreakAway Games. His dedication towards proper diagnoses and solutions to technical art issues . . . for the immediate and long-term benefit of all areas of an art production pipeline . . . has been a great pleasure to witness." March 10, 2006

Deven Winters

Art Director, Breakaway Games (colleague)

"David is thorough, precise, and direct with the way he conveys his concepts. He is a bright and driven teammate, and I applaud his ability to succeed under tight deadlines." March 16, 2006

Christopher Clark

Technical Director Business Development, BreakAway, Ltd. (colleague)
worked with you

"I have had the distinct pleasure of having Dave work on a number of my projects. He is, without doubt one of the best this industry has to offer. There are few individuals that bring his depth of experience and his inherent ability to lead and motivate people to succeed." March 16, 2006

Ron Franco

Art Director, Hydrogen Whiskey Studios

"His extensive background in the industry is the simple proof of David's professionalism coupled with dignity. He leads teams with patience and wisdom yet let them create what they were hired to do. A wonderful person to work with."
November 3, 2008

Murray Taylor

Studio Director, Atari/Microprose (colleague)

"David's experience and in depth knowledge of 3D Studio Max were very helpful at Atari's Hunt valley Studio. David was able to assist other artists in their understanding of the technical issues involved with creating 3D for games, and produce a great deal of quality work himself." March 10, 2006