

DAVID ZWEIG

Interactive Art Director

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ETERNALSPACE February 2009 – Present

Interactive Creative Director | Redesigned and managed company brand. Supervised a large staff of modelers, writers and designers to create a robust site for to online memorials.

NUMEDEON, INC. September 2007 – January 2009

Interactive Creative Director | Redesigned and managed company brand. Developed and designed a suite of new virtual worlds. Creative Direction and supervision of all brand development and asset creation for SportsBLOX.com – a new virtual world for sports fans.

KABILLION December 2006 – September 2007

Interactive Art Director | Art Directed, designed, and animated web content.

Supervising Animation Director | Art Directed all On-Air content for Video-on-Demand.

MIKE YOUNG PRODUCTIONS September 2004 – September 2007

Assistant Art Director / Character Design Supervisor / Flash Animator | "GROWING UP CREEPIE"
Storyboard Artist | "HERO 108"

Animatics Processor / Flash Animator / Storyboard Revisionist | "TODDWORLD"

Production Designer | Provided Visual and Story Development on a variety of animated properties.

RUMBLE DESIGN January 2005 - November 2005

Senior Art Director / Animator | Art Directed print, web, advertising, logo, and identity projects for a variety of international clients including Universal Music Group, Caesarstone and Citizen.

SONY | ADELAIDE PRODUCTIONS November, 2003 - October 2005

Character and Prop Designer | "JACKIE CHAN ADVENTURES"

Character Designer | "BOONDOCKS"

Production Designer | Provided Visual and Story Development on a variety of animated properties.

IMAGINARY FRIEND November, 2001 - January, 2004

Founder / Creative Director | Created Imaginary Friend, a new studio dedicated to developing innovative design solutions, with an emphasis on Production, Web, Illustration, and Wearable Design. Clients include Microsoft, Universal Records, Dreamworks, and Red Bull.

ZEROS AND ONES, INC. February, 2000 - November, 2001

Interactive Art Director / Animator | Co-Directed the creation of the commercial division. Storyboarded several episodes of "Julius and Friends" as well as every commercial produced.

POP.COM June, 2000 - September, 2000

Animation Director | Directed the Animation Division. Developed and storyboarded many diverse animated shorts, series, games, and interactive concepts.

CALIFORNIA INSTITUTE OF THE ARTS
BFA, Character Animation

CSU, NORTHRIDGE
BA, Design and Illustration

Volunteer as a Big Brother since November 1999.