

Davies Rushing Senior Visualization Artist

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Demo Reel: <https://vimeo.com/1079997074> Password: Davies2025Reel

SKILLS

Previs, Postvis, Techvis, Animation, Editing, Motion Capture, Compositing, Tracking, Rotoscoping, Modeling, Rigging, Texturing, Lighting, Storyboarding, Visual Development

EXPERIENCE

Blizzard – Senior Cinematic Previsualization Artist | Temp | April 2026 - Present

- Collaborated with directors and cross-disciplinary teams to create cinematic previsualization for story-driven game cinematics and short films from concept through final camera layout.
- Animated cameras and characters with a focus on cinematography, composition, and continuity.
- Created visual effects and temporary assets as needed to support sequences, collaborating with asset teams for delivery.
- Supported final camera layout, ensuring continuity into downstream production.

Digital Domain – Previsualization Artist | Contract | January 2026 - March 2026

- Delivered polished shots and sequences with a focus on cinematic camera layout and character performance to meet demanding deadlines on multiple feature projects
- Collaborated closely with supervisors and editorial to refine staging, pacing, and visual storytelling

The Third Floor Inc. – Visualization Artist | Full time | October 2019 - November 2025

- Delivered **hundreds of previs and postvis shots** across 20 film and television titles, spanning animation, camera layout, lighting, effects, and compositing, using **Maya, Unreal Engine, PFTrack, and After Effects**.
- Translated scripts and storyboards into clear, cinematic sequences through character animation, camera blocking, and staging.
- Led team on complex, story-critical sequences, collaborating with directors to shape visual storytelling and emotional impact
- Refined and edited mocap animation from **Xsens and Masquerade** systems.
- **Modeled, textured, and rigged** 3D assets as needed for shots.
- Led internal demos to teach artists efficient workflows in Maya, PFTrack, and After Effects.
- Created edits to maintain continuity and pitch shot ideas, improving pacing and story clarity

TOOLS

Maya, After Effects, PFTrack, Unreal Engine, Photoshop, Xsens, Masquerade, Shotgrid/Flow

EDUCATION

Savannah College of Art and Design, Atlanta | **Animation BFA** | 2015 - 2019 | 4.0 Summa Cum Laude
Animation Collaborative | Winter Intensive 2019

SELECT PROJECTS: Unreleased Titles (2026), The Fantastic Four: First Steps (2025), Venom: The Last Dance (2024), Rings of Power Season 2 (2024), Guardians of the Galaxy Vol. 3 (2023), Shazam! Fury of the Gods (2023), Monarch: Legacy of Monsters (2022), She-Hulk (2022), WandaVision (2021)