

Dave Lieber

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WORK EXPERIENCE

- Production Supervisor - Blindlight PRESENT
Internal promotion to head of production department. Manage multiple concurrent full voice-over and writing productions from client initiation to final asset delivery. Confer with game producers to determine and manage ongoing schedules, budgets and all other aspects of writing, casting, production and dialogue editing for all projects. Maintain, implement and update production schedules to ensure superior deliverables within tight deadlines and pre-determined budgets. Projects include:
- *Halo 3 (Microsoft, Bungie)*
 - *Iron Man (Sega, Secret Level)*
 - *Lost: The Game (Ubisoft)*
 - *The Incredible Hulk (Sega, Edge of Reality)*
 - *Rogue Warrior (Bethesda, Zombie)*
 - *Karaoke Revolution: American Idol (Konami)*
- Production and Casting Coordinator – Blindlight 2006
Provided support and direction in every aspect of VO casting and production for dozens of interactive titles for a diverse range of top publishers, developers and platforms. Facilitated communication between departments to ensure correct internal and external records, schedules and client communications. Created and maintained multiple new procedures and documents for tracking projects and tasks. Produced superior work under high-pressure demands and intensive time-constraints. Projects included:
- *24: The Game (SCEE)*
 - *Halo 2 (Microsoft, Bungie)*
 - *Beowulf (Ubisoft)*
 - *Guild Wars (NC Soft, Arena Net)*
 - *Star Trek: Legacy (Bethesda)*
 - *Surf's Up (Ubisoft)*
 - *The Elder Scrolls IV: Oblivion (Bethesda)*
 - *Hellboy: The Science of Evil (Konami)*
 - *The Golden Compass (Sega, Shiny)*
 - *Splinter Cell 3: Chaos Theory (Ubisoft)*
 - *Sonic the Hedgehog (Sega)*
 - *Yakuza (Sega)*
- Casting Associate - Dawn Hershey, C.S.A. 2004 - 2005
Managed and contributed to all facets of voice-over casting and production for multiple animation projects for television, film, and new media. Researched and cast projects with both professional VO talent and celebrities. Communicated with producers and writers to ensure all scripts, actors, materials and resources met creative standards for project and were fully prepared for recording. Projects included:
- *Harvey Birdman: Attorney At Law (Cartoon Network)*
 - *Teenage Mutant Ninja Turtles (Imagi Animation Studios)*
 - *Stroker and Hoop (Cartoon Network)*
 - *Re-Animated (Cartoon Network)*
 - *Queer Duck: The Movie (Paramount)*
- Production Assistant - Arnold Shapiro Productions 2003
Provided support to producers, editors and writers creating reality television series, maintained organization of footage and logged content. Projects included:
- *Blow Out (Bravo)*
 - *Surviving Nugent (VH1)*
 - *The Missy Elliot Project (UPN)*
- Director, Producer, Animator - Reaper, Sheeper, Treasure Seeker 2002
Conceived, designed and created independent stop-motion animated short film. Received awards and recognitions in multiple nationally-recognized film festivals.

EDUCATION

- Gnomon School of Visual Effects – Hollywood, CA 2003 - 2004
Courses in Maya basics, polygon & organic modeling, animation, character kinematics
- Rhode Island School of Design – Providence, RI 2001
Bachelor of Fine Arts, Film/Animation/Video

SKILLS

Highly proficient with Microsoft Office Excel and Word; Final Draft, Acrobat, Photoshop. Familiar with Flash, Maya, Pro Tools, GoLive. Excellent computer skills, including word processing, formatting, scanning, graphic design, printing, internet, FTP, email and troubleshooting.

INTERESTS

Maintain involvement in visual arts through personal painting, illustration and design work (created and sold 20+ commissioned original works). Passion for animation, games, and comics.