

DAVID E. PEAIRS

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SUMMARY

16 years in retail grocery industry. Proven ability to take care of customers needs, as well as work many different shifts, and departments. I also worked in the creative industry as a 1099 employee as a contractor.

Objective

To become an asset to a company, to grow and work my way up in that company. I am a creative and intuitive worker with many skills. I have been working as a freelance artist as well as working at Albertson's for the past 12 years. I take a great deal of pride in all of the things that I do and love to be creative, around people and interact with them to create a special experience for each and every customer that I encounter.

WORK EXPERIENCE

June 2006 to Present

David E. Peairs (Freelance artist).

Much of my work is freelance, and through word of mouth. I completed basic websites, and still employ many of my After Effects skills learned at Warner brothers television. I also work on trial animations doing modeling, and designing graphical representations for use in the courtroom. I still employ my constant standard of working until the job is complete, and on deadline. It is a must in my own business, and something that I pride myself on.

I also employ every ounce of customer care in my business.

July 1994 - 09/08/11 Albertson's Inc. (Super Value)

Duties included, taking care of each and every customer treating them like they have walked into the corner store.

Knowing my store and where products are located.

Helping and assisting customers find products, and suggesting alternate products if needed.

Using my knowledge of cooking ingredients and techniques to assist them in completing

desired recipes if needed. (I was known for this and am approached continually for my knowledge.)

The consistent customers know me by my name, and I know many of their names as well. This is important to me.

This is my approach to customer care.

I know that as a company we all rely on our customers without them we would not be in business. I also know that it is important to treat them like a neighbor, and a friend. I feel that it is my duty to create relationships with my customers. So that they know me, and never hesitate to ask for help or were something is. I believe this also helps increase sales as a result.

I also have a great deal of experience in many of the departments in a grocery store. I am willing and ready to change tasks. I can also work multiple tasks as needed. I am willing to be on call to cover shifts if needed.

I pride myself on giving 110% to each and every task that is asked of me. There is no job too small or too large for me I take on tasks as if it were my company and I put the same pride in my work that I would for any task that I take on. It is my personal pride.

I am capable of working efficiently and making many decisions at once, and improvising if needed may the situation require me to.

I have been certified in working with both floor jacks, fork lifts, and two wheeled hand carts.

Creative Experience.

SUMMARY

12 Years experience in 3d modeling using 3d studio max and Maya.
Character rigging experience in 3d studio max for purposes of trial demonstration. I am also skilled in Adobe Illustrator, Photoshop, After Effects, Dream weaver, Fireworks, and some Flash.



WORK EXPERIENCE

September 1998 to September 2003

AN-AMAZE-TION

Duties included, receiving cases, working along with expert witnesses to determine what was the cause of accidents. I would then execute modeling and rigging the character so that it closely resembled the victim under a tight deadline. Then the expert witness and I would work in tandem to make the character move in exactly the way that they would have moved in an accident or what caused the accident. Accuracy was paramount due to the fact that if the other legal team could prove inaccuracy in the animation it could be thrown out of court.

My other duties included creating many models that were used as props and designing many items that were needed for our creative projects. I had no problem with working efficiently and quickly. I would also stay until the project was completed to the customers satisfaction. Sometimes working late into the night and even bringing work home to complete a project on deadline.

October 2003 to June 2006

Warner brothers television.

Duties included many. I would take 3d models made in other programs and import them into Maya fixing any problems the model had including all textures and reversed polygons. I did many tasks using After Effects for editing and creating promotions. During my time with Warner brothers television I also assisted the lead animator in many tasks. Learning how to use Adobe illustrator, Adobe after effects, and Adobe photoshop as well as the 3d software I also had been using. I never had any problem meeting a deadline no matter what was asked or no matter how close the deadlines became. I would work until the task was completed. We worked many nights and weekends in order to do this.

References.

1. Brian Oliver (Lead animator at Warner Brothers Television.) 818-977-4139.
2. Roger Powell (Store Director with 42 years experience at Albertson's Inc.) (805) 493-1551.
3. Veda Heinz (Store Director with more than 30 years experiences at Albertson's Inc.) (805) 523-9595.
4. Peder Rudling (3D/2D Graphics Specialist, Trial Project Manager
Litigation and Defense Industry Demonstratives, Litigation IT Support.) (818) -224-9310
5. Frank Cuneo (Owner of Cuneo Air, and Heating for 40 years now.) (805)-432-4111