


David "vyle" Levy

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Summary

David Levy is a leading international concept artist and production designer. He studied industrial design and architecture in France and the Netherlands respectively, and is currently working in North Carolina, as an art director and concept artist in the movie and video-game industry. He has worked on the major motion pictures: Tron Legacy and sequel, from Disney, The Thing, from Universal, Prometheus, from 20th Century Fox, Ender's Game, from Odd Lot Entertainment, Spectral, Tomorrowland at Disney, the AVATAR sequels, Starwars episode 9, BIOS, and the next "suicide squad". His interests and unique skills in video gaming, film and industrial design make him a sought after expert in his field.

He then launched his directing career, writing, directing and producing the short film Plug, released in 2014 which won multiple prizes. PLUG took the sci-fi community by heart, topping more than 100000 views in just a week on VIMEO after becoming a Staff Pick favorite and an io9 favorite blog post.

<https://vimeo.com/109873939>

Specialties: Have directed artists, art teams and created intellectual properties for 25+ years in various fields, including movies, magazine advertising, videogames, comic books, tv shows and dvd's. I have also contributed to many entertainment projects as a senior concept artist.

Experience



CEO, concept designer

Pitch Dev Studios

Nov 2017 - Present (2 years 8 months +)

PDS provides high end project pitches and visual concepts in various domains including movies, video games, interior design, luxury yachts and architecture.



Co-Founder

Expedition Art

May 2015 - Present (5 years 2 months +)

Expedition Art is a global collaborative of artists who have joined together to raise awareness for wildlife and nature conservation through art. Our company works with other non-profit organizations focused on conservation and helps them educate others through the power of visual communication.

At our core we are artists, designers, photographers and filmmakers who use imagery to raise awareness and convey a message. We understand the impact of strong visuals and narrative. We team with corporate partners and local organizations that share our passion to create real change and focused results.

Expedition Art launches several projects each year, with 100% of our profits benefitting the causes we adopt. We are a non-profit organization and received federal 501(c)(3) certification in 2015.



Senior concept artist and "Pitch Dev Studios" team manager on "Black Adam"

Pitch Dev Studios

Nov 2019 - May 2020 (7 months)

Produced by Warner, DC and New Line



Senior concept artist and "Pitch Dev Studios" team manager on "Bios"

Pitch Dev Studios

Nov 2017 - Apr 2018 (6 months)

Senior concept artist and Pitch Dev Studios art manager

Produced by Amblin

Director: Miguel Sapochnik

Production Designer: Tom Meyer



StarWars Episode 9

Disney/Lucasfilm

Oct 2017 - Mar 2018 (6 months)

Concept artist on Starwars Episode 9

Environment Designer

Directed by: JJ Abrahams



Production designer

Reel FX

Oct 2015 - Apr 2017 (1 year 7 months)



Speaker

Gnomon School of Visual Effects

2004 - 2017 (14 years)

Occasional teacher and seminars. Author DVD "from speedpainting to concept art"



Senior Concept Artist on AVATAR sequels

Lightstorm Entertainment

Nov 2013 - Oct 2015 (2 years)

Directed by James Cameron

Production design by Ben Procter and Dylan Coles



PLUG short film

Writer, director, VFX supervisor, producer

Jan 2012 - Jan 2015 (3 years 1 month)

Winner of Script pipeline 2015: best script

Winner of The Glendale International Film Festival: best short film, best cinematography 2016

Winner of the Winnipeg Droids And Dragons Festival 2016

Wrote, directed and produced PLUG, a 15 minutes science fiction short film. Vimeo staff pick, winner of the 2015 Script Pipeline competition.

Currently in Script development for a feature.

1.5 Million views on Vimeo and Youtube combined.



Senior Concept artist on "Spectral"

Legendary Pictures

Jul 2013 - Oct 2013 (4 months)

Directed by Nic Mathieu

Designed by Tom Meyers.

Designs include: sets, robotic



Founder and CEO

Steambot studios

Jan 2006 - May 2013 (7 years 5 months)

Created, managed and help develop the company for 7 years.

Senior Concept artist on "Tomorrowland"

Disney Studios

Aug 2012 - Feb 2013 (7 months)

Directed by Brad Bird

Designed by Scott Chambliss

Designs include: sets

Nominated for an Art Director's guild award.

Senior Concept artist on "Ender's Game"

Odd Lot Entertainment

Jul 2011 - Apr 2012 (10 months)

Directed by Gavin Hood

Designed by Ben Procter and Sean Hayworth

Designs include: sets, vehicles

Senior Concept Artist on "Prometheus"

Scott Free

Apr 2010 - Feb 2011 (11 months)

Directed by Ridley Scott

Production design by Arthur Max

Designs include: sets, vehicles, costume

Nominated for an Art Director's guild award.

Teacher viscom 7

Art Center College of Design

Mar 2010 - May 2010 (3 months)

Advanced photoshop techniques.

Senior Concept artist on "Tron Legacy"

Digital Domain

Sep 2008 - Apr 2010 (1 year 8 months)

Tron Legacy

Directed by Joseph Kosinski

Production design Darren Gilford

Was part of the grid art department at Disney, and visual FX team at Digital Domain.

Designs include: sets, vehicles

Nominated for an Art Director's guild award.

Visual Director

Sep 2006 - Aug 2008 (2 years)

Responsible for the visual direction at spacetime studio.

Senior Concept artist on "Prince of Persia" and "Assassin's creed"

Ubisoft

Jul 2005 - Sep 2006 (1 year 3 months)

Developed environment, characters and comic books.

Creative Director

Reel FX

Aug 2004 - Aug 2005 (1 year 1 month)

Organising creation of artwork for advertising, movies and special fx.

Lead artist on "Turok Evolution"

Acclaim Studios Austin

2000 - 2004 (5 years)

Managed art teams for game production.

Concept artist

Cryo Interactive

1995 - 1996 (2 years)

Concept artist.

Education

Academie Beeldende Kunsten Maastricht

bachelor of arts, Interior architecture, industrial design

1995 - 1996

Institut Europeen de Design

BTS, Industrial Design

1992 - 1995

Honors & Awards

Best of fest - Droids and dragons film festival

2016

Best of festival

Best short film - GLENDALE INTERNATIONAL FILM FESTIVAL

2016

Winner of the festival

Winner of the script pipeline competition 2014 - Script pipeline

Oct 2014

After several months of reviewing over 1,000 entries, Script Pipeline has selected the winners of the 2014 First Look Project. PLUG as a short film was winner in the media division.

Winner of The Glendale International Film Festival: best short film, best cinematography 2016 - Glendal International film festival

May 2016

Winner of The Glendale International Film Festival: best short film, best cinematography 2016

Skills

Film • Video Games • Character Designs • User Interface • Concept Design • Comic Books • Commercials • Animation • Character Animation • Art