DAVID R. GILSON

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EXPERIENCE

10/2014 – PRESENT

3D VISUALIZER & TECHNICAL DEVELOPER, DAVID GILSON

5 years of experience working primarily in Blender, working solo and in a team. Specialized in hard surface modelling, scene rigging, and technical development.

Areas of expertise:
- Hard surface modelling (including subdivision surface modelling)
- CAD model clean-up and retopology
- Cycles shading and rendering
- Creating photorealistic models from engineering drawings
- Animation Nodes
- Scene rigging
- Boid simulation
- Importing Blender projects to Unity

Areas of production:
- Industrial electronics
- Medical animations
- Cartoon-style animations

Additional skills:
- Image editing (GIMP, Photoshop)
- Vector image Editing (Illustrator)
- Video editing (Premier, Blender)
- Python (primarily Blender scripts).
- BASH scripting

06/2013– 09/2016

CRYPTOCURRENCY CONSULTANT, DAVID GILSON

Provided technical expertise to small enterprises and non-profit organizations on Blockchain technology.

Skills:
- Blockchain Mining
- Cryptocurrency Exchange & Trading
- Alternative Blockchain Application Research

02/2011 – 09/2014

JOURNALIST, DAVID GILSON

Freelance mobile technology and cryptocurrency journalist. Published 1000+ articles in 15 online and print publications.

Skills:
- Feature writing
- Sub-editing
- Copywriting

- Virtual news desk management
- Software & hardware review analysis
- Wordpress website management

EDUCATION

05/2008
MASTER OF SCIENCE (BY RESEARCH), HULL UNIVERISTY
Thesis: An Introduction and Brief Topical Review of Non-Hermitian Quantum Mechanics with Real Spectra

09/2001
MASTER OF PHYSICS, HULL UNIVERISTY
First Class Honours

ACTIVITIES

FPV DRONE FLYING
Builds and flies small drones individually and in group contexts.
Skills:
- General Electronics
- PID Control loops
- Radio Telemetry Systems
- Antenna theory
- Model aircraft construction
- Model design for 3D printing custom parts
- Video Editing

3D PRINTING
Design and print personal 3D items.
Skills:
- CAD Design
- Mechanical Maintenance
- Designing for filament deposition manufacturing
- General Electronics

LANGUAGES

English (native)
German (GCSE / secondary school)