

John Lewis Davies

Interactive Media Artist

Email: jdavies4741@gmail.com

Cell: (424)247-3899

Portfolio: <https://bit.ly/2HLKzWJ>

Education:

University of California, Los Angeles

Design Media Arts, Class of 2018

Loyola High School, Los Angeles (2010-2014)

Graduated with highest honors

Media Experience:

Proficient in Unity, Maya, Substance Painter, and Adobe Creative Suite.

Proficient in Java, JavaScript, html, css, and C#.

Worked as a Developer with Gatherall.io

Creating a VR based mindfulness training exercise that focuses on patterns found within natural world sounds. Using captured sounds from urban and natural environments in conjunction with simple flowing particle systems, the exercise attempts to evoke patterns of awareness in the user.

Work Experience:

Digital Dragon: Instructor specializing in Game Design and Programming

(May 2017-Present)

Instructing children ages 6-18 in robotics, programming, game design, and visual art. With the younger ages, I use programs like Scratch, Lego WeDo and MindStorms, and bloxels teaching early robotics and programming ideals. With the older age groups, I teach java, javascript, 3d modeling with Maya, and game design with Unity.

John Wooden Center: Customer Relations and Operations Supervisor

(April 2015-Present)

Acts as John Wooden Center facility and front desk manager when professional staff are out of office, implements facility specific protocol strategies to ensure thorough policy compliance, facilitates event set up and take down, acts as first responder to any on site incident, accident, or injury.

Life Experience:

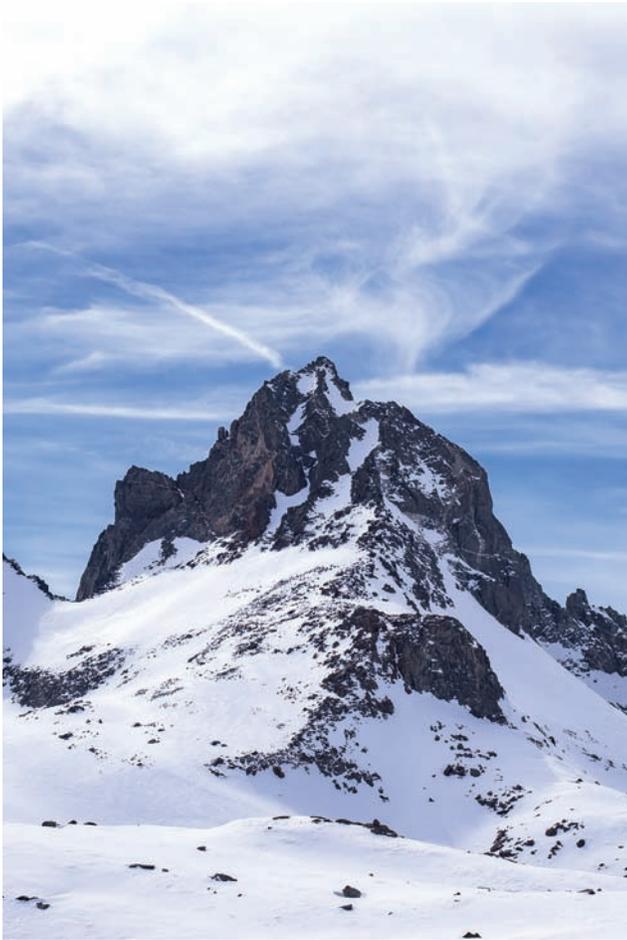
UCLA Athletics

Cross Country/Track and Field, Middle Distance 2014-2016

Recreational Activities

Hiking, backpacking, mountaineering, sport climbing and bouldering

References available upon request.



A Year in the Sierras

by John Davies
DMA Senior Capstone

The work is a 200 page compilation of 5 mountaineering trips that I went on in 2017, the personal journey I went on during this time, and how these trips facilitated personal growth. These trips range from an easy day hike to strenuous climbs up cliff faces, all taken place within Southern California, mainly the Eastern Sierras. My attempt with this work is to both provide guidance to an avenue for others dealing with transitional periods in their life through getting outside, as well as to tell the stories within these trip reports.





Classes I - V
a term pertaining to the type of movement required to pass the terrain encountered on the route -- trail.

According to the Yosemite Decimal System

FIRST CLASS	hiking
SECOND CLASS	easy scrambling/rock hopping
THIRD CLASS	scrambling
FOURTH CLASS	simple climbing with genuine exposure
FIFTH CLASS	climbing rope, gear and all



Reflections

I'd do Whitney again, drop of a hat, I'd be there. Ben's probably reading this and rolling his eyes, since I've been busy the last three times he's gone back, but I totally would. Whitney was just some of my favorite moments outside and is the subject of some of my favorite photos I've taken. There were a lot of parts of this trip that could've made me dislike it: the sun poisoning for one I promise it's a thing, people ft, my vanity won't let me put the selfies I took in this, but yeah the air pump analogy was a super accurate one, my sleeping pad peeing, Jesse leaving the tent flap open next to my legs the whole night when it was zero degrees outside, and my moments of fear on one of the sketchy slopes, all not great; but, apart from the beauty and the conditions and the company and all that, I had a moment on the way down from the mountain where I was just jamming: moving effortlessly down these giant snow slopes with the sun setting, and just feeling at peace. So, no, I don't chase danger or summit ticks in these trips, I chase that feeling. A feeling I imagine is slightly akin to floating, but with a sort of warm rhythm to it. Yeah, that sounds about right.

All Images and Text by John Davies
Shot on Nikon D610
Thanks to: Ben Van Aken, Jesse Bustamante



Leaving Lower Boy Scout

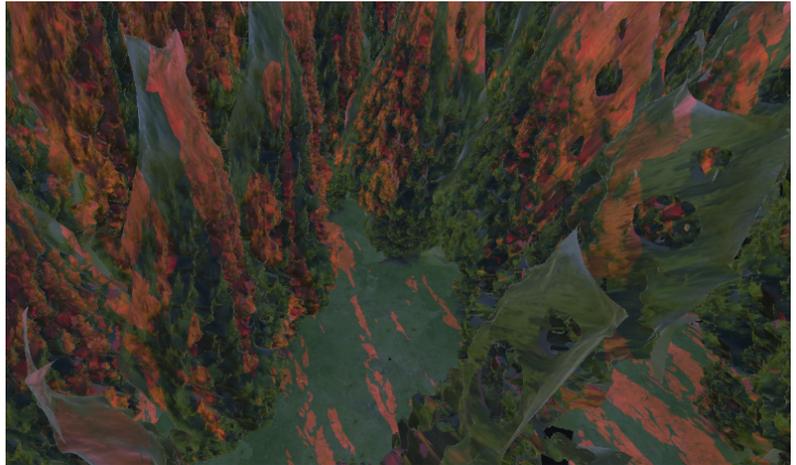
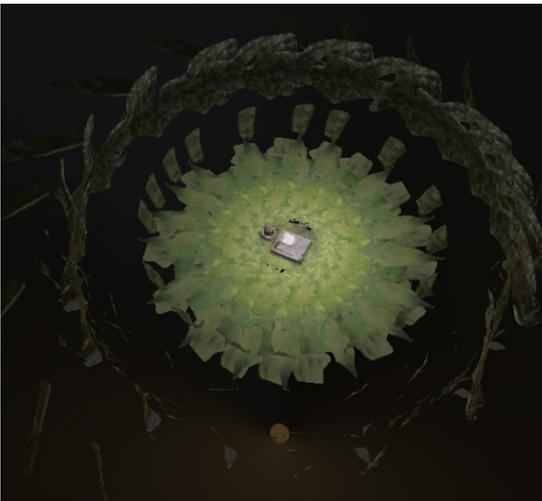
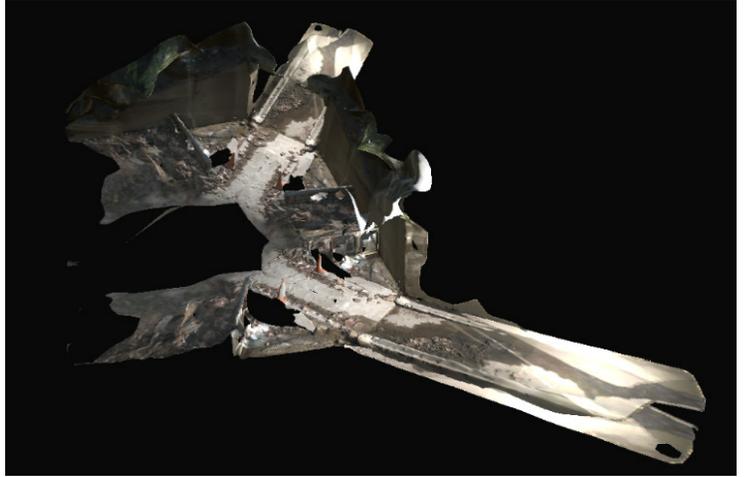
We stopped for lunch at Lower Boy Scout Lake and the valley there was quite beautiful, the last couple pages were filled with pictures from there. We really stopped for far too long, almost two hours, because we wanted to let Jesse relax a bit, but really we didn't give the guy enough credit: he would've been fine with a regular break for sure. We had been planning to camp at Lower Boy Scout the first night, but because we had been able to drive all the way to the trailhead, we were way ahead of schedule and headed up to Upper Boy Scout Lake after lunch. This slope took a little more of us, and Ben stayed back with Jesse while I pushed ahead and finished at a quick pace because I was kinda tired and needed to finish the hike before I booked.

Darkness

Photogrammetry done in Autodesk Remake Created in Unity

Darkness is an exploration in the limits of low quality photogrammetry and their application within a virtual reality space. Darkness is a journey through four scenes that aim to create a feeling of unease for the user by distorting the created meshes and textures that allows them to fit within the established context of surrealism. This project came together naturally as each mesh was created and the scenes constructed; as more glitches and imperfections were created, the more I wanted to take the project away from any attempt of realism and pull it into surrealist experience. With this decision made a new project began to take shape and I began to alter each mesh to fit this growing ominous theme. The experience is accompanied by a reading of Lord Byron's poem performed by Tom O'Bedlam.

Youtube 360: <https://youtu.be/rluVxZZo5NQ>



Welcome, Act 1

Created with Unity
Modeled in Maya
Textured in Substance Painter

Welcome, Act 1 is the start of a narrative driven game surrounding a mysterious group of metallurgists and their collapsing guild. This is the opening act for our hero, who was mistaken lead into their now empty residence and was forced into the ritual that will tie him to the fate of the guild. Playthrough trailer: https://youtu.be/7F_rp-SOPII



Crowding

Topography done with Fusion360

Projected animations done with Maya

Crowding is a multimedia piece focused around the overcrowdedness plaguing our national parks and natural wonders of the world. The piece is attempting to raise awareness for this issue that is currently affecting parks across the United States, but especially Yosemite Valley, from which the wood cut takes its likeness. Hosting over 4 million visitors each year is unsustainable for any natural area, but accessibility should be guaranteed to any and all who want it. There is no perfect solution, but continued mindfulness of conservation techniques by managers and guests must be encouraged if we are going to preserve the sanctity of Yosemite, the surrounding Eastern Sierras as a whole, and all protected environments.

Full Video: <https://youtu.be/J6tLFbe0Dd8>

