

David Edwards

Senior Digital Matte Painter / Environment Artist

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Vancouver, BC | Canadian permanent resident, eligible to work in Canada

PROFILE

VFX artist with 20+ years of professional experience in digital matte painting, environments and concept art for film, television and interactive media. Experienced in taking shots from concept to comp using 2D and 3D techniques, working remotely and in-house, and collaborating directly with clients.

Selected credits include Shogun, Fallout, Blade Runner 2049, Wonder Woman, Avatar, Maze Runner, Halo, Clash of the Titans and Where the Wild Things Are. Client experience includes Sony, FOX, Microsoft, Google, Honda and Verizon.

PROFESSIONAL EXPERIENCE

Eyeline / Scanline VFX

Vancouver, Canada

Senior Matte Painter

Mar 2025 - Sep 2026

Matte painting and environment work for Stranger Things Season 5, Spider-Noir, Wednesday Season 2 and Godzilla x Kong: Supernova (upcoming).

COSA VFX

Vancouver, Canada

Senior Environment Artist / Matte Painter

2022 - 2024

Created environment artwork and matte paintings for Fallout, Nancy Drew, Big Cigar, Lady in the Lake and Juror #2, taking shots from concept to comp using 2D and 3D techniques.

FOX Studios / Sony Pictures

Vancouver, Canada

Concept Artist

2019 - 2022

Worked directly with clients on confidential projects, delivering concept art for feature film productions.

Oats Studios (Neill Blomkamp)

Vancouver, Canada

Concept Artist

2017 - 2019

Worked directly with Neill Blomkamp on multiple Oats Studios projects.

DNeg (Double Negative)

Vancouver, Canada

Matte Painter

2016

Created matte paintings for Blade Runner 2049, Wonder Woman, Fast & Furious and Alpha.

David Edwards

PROFESSIONAL EXPERIENCE CONTINUED

Sequence Post

Vancouver, Canada

Senior Matte Painter / CG Generalist

2014 - 2016

Created environment artwork for projects including Halo and Star Wars.

Method Studio (Duluxe)

Vancouver, Canada

Matte Painter

2013 - 2014

Produced matte paintings for Maze Runner and Ender's Game.

Stargate Studios

Vancouver, Canada

Matte Painter

2012 - 2013

Worked on feature films and television as an environment and concept artist, with on-set experience.

Projects included Walking Dead, Haven and Doctor Who.

Spin VFX

Toronto, Canada

Matte Painter

2010

Worked on projects including Knight and Day, Priest and Piranha 3D.

Framestore

London, UK

Matte Painter / Texture Artist / Concept Artist

2007 - 2009

Worked on Avatar, Where the Wild Things Are, Prince Caspian and Harry Potter.

SKILLS

Digital matte painting and environments; concept art; previs and storyboarding; marketing illustration and key art; 3D modeling and animation; 2D animation and motion graphics; software and tool development.

Experience across pre-production and post-production, in studios, on set and directly with clients.

SOFTWARE AND TOOLS

Matte painting and compositing: Nuke, Photoshop, After Effects

3D and real-time: Maya, Blender, 3ds Max, Unreal, Unity

Texturing and tracking: Mari, Substance Painter, PF Track, Mocha

Production and platforms: Ftrack, Shotgun / ShotGrid, Windows, Mac, Linux

Additional tools: AI tools and emerging technologies