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DAVID YARR **CURRICULUM VITAE**

PROFESSIONAL BACKGROUND

Forensic Animations and Visualization

Courtroom visuals, Personal injury animation, Medical illustration, 3D animation for litigation, Legal graphics, Litigation support graphics, Motorcycle crash animation, Slip and fall animation, Demonstrative evidence, Vehicle collision animation, Character and vehicle rigging, Photogrammetry, Video and speed analysis. Applications include 3D software packages, 3D studio max, Rhino 3D, Photomodeler, Recap Pro, Character Creator, iClone

I am also well-versed in graphic software packages, Adobe illustrator, Photoshop, AfterEffects, Vegas Pro, compositing sound, video editing, working with point cloud data. Past projects have included forensic animation for litigation, visualization for the oil and gas industry, and asset production for gaming companies.

Accident Reconstruction

Worked professionally since 2013 on the visual aspect of accident reconstruction. Utilize various tools and methods to achieve accurate representation of computer-based simulation models using tools such as:

- FARO laser scanners (FARO and FARO Scene)
- 3D programs for accurate model representation (3D Studio Max, Cascadeur, Maya, Mudbox, Rhino, Recap)
- Video tracking software (PF-Track basic)
- Photogrammetry analysis. (PhotoModeler)
- Video Analysis (PhotoModeler, iNput Ace)
- Crush Analysis (PhotoModeler)

1 **SELECTED CASES AND PROJECT EXPERIENCE**

2 Produced forensic animations and video analysis for the following cases:

- 3 • *Christian Caldera, et al. v. Halliburton Mfg. & Leasing, et al.*
- 4 • *Medtronic MiniMed Series 600 Lawsuits*
- 5 • *Katrina Griffine v. Disneyland*
- 6 • *Kelly Solomon v. Lakeshore Camp Resort*
- 7 • *Palmieri v. Calderon*
- 8 • *Sanchez v. Keso et al*
- 9 • *Barrios v. City of Commerce*
- 10 • *Mejia v. Gongco*
- 11 • *Carrillo v. Grewal*
- 12 • *Estate of Anthony Husken v. CSX Intermodal Terminals & Thomas Harold Davis*
- 13 • *People v. Tomas Sarinana*
- 14 • *Alya Likens & Greg v. Ralph Coon*
- 15 • *Kahn v. Coast Aluminum, et al.*
- 16 • *State of Illinois v. Richard Lyons*
- 17 • *Jocelyn Jefferson v. Wal-Mart Stores, Inc., et al.*
- 18 • *PacBell v. Singer*
- 19 • *Michael LaPlante et al. v. Griffith Company et al.*
- 20 • *Webster v. City of Hermosa Beach*
- 21 • *Brasier v. DoorDash*
- 22 • *Donnelly v. Lyft et al.*
- 23 • *Neal v. County of Los Angeles*
- 24 • *Lopez v. Ayala*
- 25 • *Trunzo v. Santoyo-Martinez*
- 26 • *Kant v. Veys Motorsports*
- 27 • *Lee v. State of California*
- 28 • *Estate of Ricketts v. MAC*
- 29 • *de Guzman v. CJ Investment Partners*
- 30 • *Godinez, Esteban v. Access Services*
- 31 • *People v. Tomas Sarinana*
- 32 • *People v. Kenneth Munoz*

33 **PROFESSIONAL EXPERIENCE**

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35
36 TOP VIEW ANIMATION | 2023 to PRESENT

37 **Forensic Animator/ Technical Animator/ Legal Graphic Designer/ Medical Illustrator**

38 3D Generalist for litigation, medical, and technical animations. Additional specializations include
39 video analysis, crush analysis, and photogrammetry
40
41

1 YA Engineering Services | 2023

2 **Forensic Animator/ Legal Graphic Designer**

3 Specializing in accident reconstruction, my expertise spans various vehicle types, including heavy
4 trucks, automobiles, motorcycles, bicycles, and incidents involving pedestrians. Utilized computer
5 simulation technologies to create detailed and accurate reconstructions of accident scenarios. My
6 duties encompassed comprehensive vehicle and site inspections, meticulously executed re-
7 enactments, visibility studies, and in-depth traffic signal analyses. Furthermore, I worked on
8 various cases relating to vehicle dynamics, rollover dynamics, video analysis, photogrammetry,
9 crash testing, mechanical failure analysis, and design evaluations.

10
11 MOMENTUM ENGINEERING CORP. | 2019 to 2023

12 **Forensic Animator/ Legal Graphic Designer**

13 Specialized in accident reconstruction, my expertise spans various vehicle types, including heavy
14 trucks, automobiles, motorcycles, bicycles, and incidents involving pedestrians. Utilized computer
15 simulation technologies to create detailed and accurate reconstructions of accident scenarios. My
16 duties encompassed comprehensive vehicle and site inspections, meticulously executed re-
17 enactments, visibility studies, and in-depth traffic signal analyses. Furthermore, I worked on
18 various cases relating to vehicle dynamics, rollover dynamics, video analysis, photogrammetry,
19 crash testing, mechanical failure analysis, and design evaluations.

20
21 TOP VIEW ANIMATION | 2012 to 2019

22 **Forensic Animator/ Technical Animator/ Graphic Designer/ Medical Illustrator**

23 3D Generalist for litigation, medical, and technical animations. Additional specializations include
24 video analysis, crush analysis, and photogrammetry.

25
26 COSASCO, INC. | 2016 to 2019

27 **3D Generalist**

28 Leveraging advanced 3D modeling, graphics, and animation techniques, I specialized in creating
29 highly detailed and scientifically accurate representations for corrosion monitoring systems. My
30 work played a crucial role in illustrating and interpreting the intricate processes and mechanisms
31 of material degradation, providing visually compelling insights that aid in understanding and
32 managing corrosion phenomena across various systems and infrastructures. By generating
33 precise 3D models and animations, I facilitate enhanced visualization of corrosion patterns and
34 progression, thus enabling engineers and maintenance teams to devise more effective monitoring
35 and mitigation strategies. Furthermore, my graphical representations serve as educational tools,
36 aiding in communicating complex technical concepts related to corrosion monitoring to diverse
37 audiences, spanning from experts to non-specialists, ensuring the critical understanding of system
38 conditions and necessary interventions.

PRECISION SIMULATIONS, INC. | 2015 to 2016.

3D Generalist

Tasked with creating forensic visuals and animations. My work involved developing forensic animations, compelling, and emotive sequences that breathe life into characters, objects, and scenarios. My tasks included designing textures, sculpting models, and implementing lighting and shading techniques, ensuring the aesthetic and functional quality of the 3D environment is maintained at an exceptional standard.

SOLARI CREATIVE | 2014 to 2015

Animator

Work encompassed animation, graphics, and the intricate composition and integration of sound and music, culminating in immersive and engaging visual and auditory experiences. I prioritized creating emotionally resonant sequences, ensuring each frame is meticulously crafted to convey narratives with depth and clarity. Notable projects were creating 3D visuals and animations for the US Army.

STYKU | 2012 to 2013

Digital Artist

My tenure with Styku, a distinctive clothing company, allowed me to delve deeper into the specificities of 3D fashion-related characters, culminating in an experience that intertwined fashion with digitization. My responsibilities with them were not only relegated to creating various body types in 3D but also meticulously showcasing how different clothing fit on these varied forms. It involved not merely designing but ensuring that each clothing item draped, fit, and moved realistically according to the respective body type it was depicted on. My work encompassed the sculpting, texturing, and rigging of characters. I used industry-standard software such as ZBrush, Maya, and Blender to craft nuanced and expressive characters, ensuring they effectively embody their roles within narratives or simulated worlds.

TOURNAMENT 1, CONNECTICUT | 2009 to 2011

Digital Artist

Worked closely with a team of artists to create dynamic animations and gaming content for leading interactive 3D graphics and content providers serving the casino and lottery industries.

EDUCATION

- Self-Taught & Online Training – Extensive independent study and practice in forensic animation, including industry-standard software and techniques.
- Animation Mentor – Completed coursework in Body Mechanics (2013 – 2014).
- Mohawk Valley Community College – Studied Digital Animation; coursework completed (2001

– 2003), Utica, New York.

CERTIFICATIONS & TRAINING

- LEVA Level 1, Forensic Video Analysis & the Law, January 2021
- Southwestern Association of Technical Accident Investigators, Winter 2020
- Video Evidence Training Symposium, Summer 2020
- CAARS 2019 2nd Quarter Training, June 2019

KEY ACHIEVEMENTS

- Improved image and stimulated company growth by consistently providing top-quality artwork exceeding customer expectations.
- Award received from Tournament One Corporation for the successful development of a flash project sold to Great Blue Heron Charity Casino in Ontario, Canada.
- Developed, textured, and finished scenes for display on high-definition televisions throughout client casinos.
- Produced top-quality sound effects and music for in-casino films.
- Won first place in Tournament1 Gaming Company Flash Art Competition and Munson Williams Proctor Arts Institute Competition, Sketch Category.
- As a contributor, I received the 2012 Blue Pencil & Gold Screen Award at Solari Creative. October 21, 2012, interviewed by Animation Insider.
- Named Honored Artist by NBC-WKTV in 2002 and 2003.

LANGUAGES

English
Japanese