
Skills

- Creating 2D and 3D artwork for games and visualization.
- Environments, shaders, lighting, & effects, both rendered and real-time.
- Directing teams, developing schedules and budgets, artist mentoring, Scrum.
- Writing the leading wiki for 3D artists: <http://wiki.polycount.com>

Experience

Aug 2015
to present

OutAct, Inc.

Lead Environment Artist

Creating 3D environments, modular art systems, shaders, lighting, skyboxes, environment fx, for high-end mobile game. Directing and managing outsource artists. Solidifying and communicating the game art style.

Jan 2013
to present

(NDA) various clients

Freelance 3D Artist

2D and 3D artwork for various clients. Real-time and pre-rendered 3D for game development, architectural visualization, VR simulation, prototyping.

Sep 2013
to Jun 2014
(10 months)

Mount Ida College

Visiting Professor, School of Design

Taught game art theory and techniques to college students: Introduction to Game Art; Level Design; Textures, Lights, and Rendering; Special Effects; Game Portfolio.

Nov 2010
to Nov 2012
(2 years)

Stomp Games / Tencent Boston

Senior World Builder

Shipped "Robot Rising" Unity browser game on Facebook: lighting and palettes, level design & population. MMO worldbuilding: level design, terrain sculpting, texturing, lighting, water, foliage, skies and fx, detailing. Mentored both in-house and Chinese art teams, created art tutorials and wrote wikis, Scrum Product Owner.

Oct 2008
to Jan 2010
(1^{1/4} years)

Blue Fang Games

Senior 3D Artist

Shipped "World of Zoo" for PC and Wii. Led two Tech Artists, and six Environment Artists. Designed and created 3D environments. Created physics setups, optimized assets for performance. Defined art limits, reviewed outside contractors, taught best practices to junior artists, documented the art pipeline. Worked with engineers to implement rendering features, shaders, and gameplay logic.

Aug 2001
to Aug 2008
(7 years)

Whatif Productions LLC

Lead Artist

Shipped three PC games for the U.S. Navy. Led two artists. Designed, modeled, textured, lit, and animated both real-time 3D and pre-rendered high-res 3D art. Created tech demonstrations, user interfaces, art pipelines.

Dec 1991
to Jun 2001
(9^{1/2} years)

Mondo Media

Art Director

Directed teams up to fifteen artists and programmers, hired art talent, managed outside contractors, developed schedules and budgets. Concepting, modeling, texturing, animation, effects. Created art pipelines. Documented art technical constraints for clients' rendering engines. Organized and directed motion capture sessions.

Education

Rhode Island School of Design

Bachelor of Fine Arts, Illustration

Drawing, painting, photography, sculpture. *European Honors Program, Rome.*