
Summary

Seeking a full-time position as Lead Technical Artist or Technical Art Director. Excellent mix of artistic vision, technical skill, and management acumen. 18 years experience shipping games in various lead art roles.

Skills

- Experience directing teams of artists and programmers, hiring art talent, managing outside contractors, developing and maintaining schedules and budgets, training and mentoring artists in new techniques.
- Researching and developing art tools and pipelines for PC, consoles, and mobile; creating high-level shaders; documenting art technical constraints; organizing and directing motion capture sessions.
- Writing and moderating a wiki tailored for game artists, see http://wiki.polycount.net/Normal_Map

Software: 3ds Max (expert), Maya (familiar), Photoshop, ZBrush, Sony Vegas, ImageMagick, Shader FX, Bugzilla/DevTrack, Perforce/SVN, video compression, DVD authoring, constantly testing new software.

Experience

2/10 - present	(various)	Freelance 3D Artist Designing and creating 3D assets for various clients.
10/08 - 1/10 (1 ^{1/4} years)	Blue Fang Games	Lead Technical Artist, Senior Artist Shipped "World of Zoo" for PC and Wii. Led two Tech Artists, fixing deep communication problems with the rest of the studio. Led team of six Environment Artists. Personally designed and created environments. Created physics setups, optimized assets for performance. Reviewed outside contractors, defined art limits, taught best practices to junior artists, and refined tool documentation. Worked with engineers to implement rendering features, shaders, and gameplay logic.
8/01 - 8/08 (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 and designed user interfaces. Designed and edited videos and DVDs. Created and maintained extensive internal art wiki.
12/91 - 6/01 (9 ^{1/2} years)	Mondo Media	All of the projects listed below were done while employed at Mondo Media. The company was a game graphics production house, working with many of the leading game developers and publishers.
3/00 - 6/01	Research & Development Mondo Media	Senior 3D Engineer Client: internal development Researched real-time 3D web tools. Designed conversion processes from Flash to streaming video. Created specifications for broadcast-quality video production. Designed streaming video web pages, created extensive documentation, trained other engineers for video production.
1/00 - 3/00	"Star Fleet Command II" Mondo Media	Senior Artist Client: Interplay Created concepts, modeled, and textured real-time 3D ships. Solved project communication problems by refining and documenting art technical constraints.
7/99 - 10/99	"Need For Speed: Motor City" Mondo Media	Lead Artist Client: Electronic Arts Directed eleven artists and outside contractors in creating thirty-eight real-time 3D car interiors. Worked with programmers to refine and document art technical constraints. Personally modeled and textured two car interiors.

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Experience (page 2)

- 12/98 - 8/99 **"Mechwarrior 3"** **Lead Artist**
Mondo Media Client: Hasbro Interactive
 Rescued project by taking over failing schedule from previous director. Directed fifteen artists in creating three-minute pre-rendered intro cinematic. Directed contractors in adding special effects for TV commercial and theatrical trailer. Directed and created images for print advertising, game handbooks, point-of-purchase displays, game box covers, and bus wrap for E³ 1999.
- 4/98 - 10/99 **"Hockey '99"** **Lead Artist**
Mondo Media Client: Spectacular Games Publishing
 Directed six artists in creating real-time 3D characters, real-time 3D environments, and interfaces for hockey game. Personally designed and created models and textures. Organized and directed motion capture with Industrial Light & Magic mocap unit and NHL players. Fine-tuned motion-capture application process. Worked with programming teams to develop art tools and fine-tune assets in the engine.
- 6/96 - 7/97 **"Aladdin and the Fate of Agrabah"** **Lead Artist**
Mondo Media Client: Disney Interactive
 Directed ten artists in modeling, texturing and animating of real-time 3D game environments. Personally designed and created real-time 3D environments. Developed art technical documents with programming teams. Helped design art production tools, fine-tuned game artwork in the engine.
- 6/96 - 8/96 **"Blade Runner"** **Senior Artist**
Mondo Media Client: Westwood Studios
 Directed eight artists in modeling, texturing, lighting, and animation of pre-rendered 3D game environments. Personally created textures and effects. Transitioned project from 3D Studio 4 to 3D Studio Max.
- 4/96 - 5/96 **"Interstate '76"** **Senior Artist**
Mondo Media Client: Activision
 Modeled, textured and animated low-resolution characters and environments. Created pre-rendered cinematics designed to look as if they were rendered by the game's real-time 3D engine.
- 11/95 - 4/96 **"Zork: Nemesis"** **Senior Artist, Senior Animator**
Mondo Media Client: Activision
 Modeled, textured, lit and animated high-resolution 3D cinematics, game environments, sprites and special effects. Assisted other artists with artistic decisions and technical solutions.
- 1/95 - 7/95 **"Rebel Assault II"** **Lead Artist, Senior Animator**
Mondo Media Client: LucasArts Entertainment Co.
 Directed six artists in creating high-resolution 3D game environments, sprites and cutscenes. Personally lit and animated spaceships & environments. Designed and created particles & special effects.
- 4/94 - 12/94 **"The Daedalus Encounter"** **Lead Animator**
Mondo Media Client: internal development (Mechadeus)
 Modeled, textured, lit and animated high-resolution 3D game environments, characters, and cutscenes. Designed and integrated special effects with blue-screen live action. Assisted other artists with difficult scenes.

Education

- 1988 - 1991 **Rhode Island School of Design** **Bachelor of Fine Arts, Illustration**
 Drawing, painting, photography, sculpture.
 Worked with Brown University Medical School to reinstate "Anatomy and Art" course for RISD students.
 Final year in Rome with *European Honors Program*.