

Summary

A digital artist with 19 years experience in 3D game development, my strength is in finding solutions to difficult art problems and fostering a positive team environment, all while creating exceptional artwork.

Skills

- I'm adept at directing teams of artists and programmers, hiring art talent, developing and maintaining schedules and budgets, and training and mentoring artists in new techniques.
- I've researched and developed art tools and pipelines for PC, consoles, and mobile; created high-level shaders; documented art technical constraints; organized and directed motion capture sessions.
- I'm writing and moderating a wiki tailored to game artists, see <http://wiki.polycount.net>

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

- 11/10 - present **Tencent Boston** **World Builder**
Using proprietary 3D toolset to create levels for an unannounced MMO project. Transforming designer roughs into fully-finished levels: designing, sculpting, texturing, lighting, water and fx, depth/height/volume fog, detailing and artistic polish. Working with graphics programmers to implement HDR lighting, improve tool features, and design shaders. Creating art tutorials and wiki documentation to teach best practices to both in-house and Shanghai art teams.
- 10/08 - 1/10 **Blue Fang Games** **Lead Technical Artist, Senior Artist**
(1^{1/4} years) Shipped "World of Zoo" for PC and Wii. Led two Tech Artists, fixing deep communication problems with the rest of the studio. Helped lead team of six Environment Artists, and designed and created environments as well. Created physics setups, optimized assets for performance. Defined art limits, reviewed outside contractors, 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 **Whatif Productions LLC** **Lead Artist**
(7 years) 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 wiki for the art pipeline.

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Experience (continued)

12/91 - 6/01 **Mondo Media** **Art Director, Lead Artist**
(9^{1/2} years) Directed teams up to fifteen artists and programmers, hired art talent, managed outside contractors, developed and maintained schedules and budgets. Created concept art, modeled, textured, animated, and created effects. Researched art tools and pipelines, documented art technical constraints for each client's rendering engine. Organized and directed motion capture sessions. Designed and implemented art production pipelines. Trained and mentored art staff in new techniques.

Games (partial list):

- Aladdin and the Fate of Agrabah (with Disney Interactive)
- Blade Runner (with Westwood Studios)
- Interstate '76 (with Activision)
- Mechwarrior 3 (with Hasbro/Microprose)
- Need For Speed: Motor City (with Electronic Arts, Seattle)
- Rebel Assault II (with LucasArts)
- Star Fleet Command II (with Interplay)
- The Daedalus Encounter (internal project)
- Zork: Nemesis (with Activision)

Education

1988 - 1991 **Rhode Island School of Design** **Bachelor of Fine Arts, Illustration**
Drawing, painting, photography, sculpture.
Reinstated "Anatomy and Art" course with Chairman of Morphology at Brown University Medical School.
Final year in Rome via the *European Honors Program*.