

# keith bruns

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## summary

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An experienced Senior Technical Artist/Animator and 3D art generalist with a solid understanding of the needs and expectations of traditional and VR game development. Specializing in character rigging, weapon and vehicle modeling, rigging, and animation, PBR texture creation, model optimization, and best practices for rigging and animation, alpha/beta software testing, leading/mentoring junior artists and general 3D art pipeline expertise and optimization.

## employment

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### Highwire Games

February 2024 – Present

Senior Character Technical Artist/Animator

- Establishing a new character skeleton and animation system by converting an existing setup to Metahumans.
- Refining and hardening the art standards and pipeline for a clean development environment and full documentation.

### Studio Hermitage

November 2023 – February 2024

Senior Technical Artist

- Setup documentation and workflows for establishing an art pipeline for a startup company that had none in place.
- Created art for presentation to publishers and outside contacts to help establish funding and look of the game.
- Developed assets and cleaned up purchased assets for in game use using a standard PRB workflow in Unreal5.
- Research and development of numerous software packages for artist use to establish an artist facing pipeline.

### Mob Entertainment

May 2023 – September 2023

Principal Character Technical Animator

- Lead and mentor a team of technical, environment, animators and character artists on best practices and techniques.
- Instituted a more modern workflow by incorporating Jira, Perforce, naming conventions and documentation practices.
- Documenting the entire processes to prepare for converting a PC only title to all consoles and portable devices.
- Creating character and prop rigs with multiple levels of complexity to adhere to standards for each delivery platform.
- Establishing, reviewing and documenting standards for models, LODs, animation, and artist facing tools.

### Firaxis Games

September 2022 – March 2023

Lead Technical Animator

- Leading a small team of technical artists and working with animators for Marvel's Midnight Suns.
- Added secondary automatically driven joints to the existing character rigging system for better anatomical deformation.

### Survios

July 2014 – May 2022

Senior Technical Artist

- One of the first two artists hired after the launch of the studio, worked on all prototypes and every game since.
- Typically working on 2-5 games simultaneously in different styles with varying animation needs and deadlines.
- Worked with the Lead Character Artist to develop standards for clean rigging and reduced character rework.
- Rigged all characters for Raw Data, Sprint Vector, Electronauts, BattleWake, Creed: Rise to Glory, Walking Dead, Big Rumble Boxing: Creed Champions, and Puzzle Bobble: Vacation Odyssey, including physics and cloth.
- Modeled/textured/rigged multiple weapons, props, and intractable objects for Raw Data and several current titles.

#### credited projects:

PS/Switch: Big Rumble Boxing: Creed Champions	PS4/5/VR: Puzzle Bobble: Vacation Odyssey
PS4/VR: The Walking Dead: Onslaught	PC VR: Westworld Awakening
PS4/VR: Creed: Rise to Glory	PS4/VR: Battlewake
PS4/VR: Electronauts	PS4/VR: Sprint Vector
PS4/VR: Raw Data	PS/PCVR: Multiple Prototypes

### DuMonde vfx

March 2014 – May 2014

Maya TD – (3 month contract)

- Organized & optimized the art pipeline for two studio locations and off-site artists for the Crossbones TV series.
- Optimized scenes for renders which reduced render times by nearly 30%.
- Modeled and textured buildings, props, vegetation, and other assets for numerous scenes.

### Kojima Productions (Los Angeles Studio)

August 2012 – May 2013

Technical Artist

- As the first artist hired at the LA studio, I was responsible for helping to build the team.
- Created and reviewed all art tests, resumes, portfolios and following up with applicants references.
- Early MGS5:Phantom Pain R&D incorporating NURBS and SubD modeling techniques into the FOX engine.
- Responsible for designing the Kojima Los Angeles logos, shirts, posters, and recruiting materials for the LA studio.

## **Spark Unlimited**

**April 2012 – July 2012**

Senior Technical Artist

- Character, creature, and prop rigging for Yaiba: Ninja Gaiden Z.

## **CCP Games**

**August 2009 – October 2011**

Technical Artist

- Instrumental in helping a new team develop character systems, providing animation, modeling, rigging, and pipeline experience for games with no previous character components.
- All body & face rigging for EVE Online: Incarna, and the widely acclaimed custom character creator.
- Body and face bipedal and quadruped creature rigs for World of Darkness prototyping.
- Developed a joint based facial animation rig with simple controls using multiple layers of options for animators.
- Worked with the character modeling team to develop best practices for models and animation deformation.

credited projects:

PC: EVE Online: Incarna

PC: World of Darkness

## **Sucker Punch Productions**

**September 2006 – April 2009**

Character Technical Director

- Worked from pre-production to final on inFAMOUS for the PlayStation3 as the Character Technical Director.
- Tasked with developing and ensuring characters adhere to technical, aesthetic, and memory rules.
- Ensuring proper edge loops, added zBrush to the game pipeline, modeling for deformation, and proper UV layout.
- Worked closely with rendering programmers on shader & lighting development for a deferred lighting system.
- Helped to develop and fine tune the in-game camera editor which was used to create 200+ scenes in-game.
- Worked closely with Marketing to create the screen grabs for magazines and other promotional materials, as well as creating off-line renders in Mental Ray for in-house use and Sony Advertising promotional use.

credited projects:

PS3: inFAMOUS

## **Naughty Dog inc.**

**June 2003 - July 2006**

ICE Team artist

- Worked on Mark Cerny's team developing tools and technologies for the Playstation3 console. Was the only artist on this project with a large number of senior level programmers for 3 years.
- Primarily tasked with researching art asset creation and pipeline methods for next generation games. This included looking at new software, or techniques to increase artist efficiency, and was instrumental in getting Naughty Dog involved in numerous Beta and developer feedback programs.
- Introduced zBrush, Mudbox, HDRshop, and many other technologies into the company pipeline.
- Assisted most of Sony's Playstation3 teams meet their 2005 deadlines for E3, GDC, internal milestones, and any other scheduled showings, by assisting tools development and artist training.

credited projects:

PS3: Uncharted: Drake's Fortune

PS3: Ratchet and Clank: Tools of Destruction

PS3: Gran Turismo 5

PS3: Resistance: Fall of Man

PS3: Lair

PS3: Motorstorm

PS3: Warhawk

PS3: MLB 2007

PS3: NBA 2007

## **Idol Minds llc.**

**March 1999 - June 2003**

Animation Team Lead | Animator | Level Designer

- Hired directly out of school with two classmates to complete Coolboarders4 in seven months. It went on to sell over 1.5 million copies, and was an early "Greatest Hits" title for Sony.
- One of my levels was used on a Pizza Hut promotional disc and was included with a Jampack demo CD.
- Completed one game as an animator, then promoted to animation and rigging lead for the following game.

credited projects:

PS2: My Street

PS2: Coolboarders 2001

PS1: Coolboarders 2001

PS1: Coolboarders 4

## **professional contributions**

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### Raw Data: AMD VR Game of the Year

Oct. 2017

- Our first VR title beat nominees: Robo Recall, Rick & Morty Simulator, Superhot and Lucky's Tale.

### New York Fashion Week

Sept. 2011

- Rigged a 3D model of ZombieBoy with clothes designed by Nicola Formichetti for NY Fashion Week.

### Nature Magazine: Keep on Spinning

Sept. 2009

- Created graphics for a research paper by Jake Koralek on "Spintronics" for Berkeley Labs.

### Unparent HDR Lightprobe Set

June 2005

- 18 HDR lightprobes created in 2005, released for free and licensed to software companies.