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summary

A motivated 3D art generalist with a solid grasp of the needs and expectations of modern game developers. Specializing in character modeling, detailing, rigging, lighting in an HDR environment, alpha/beta software program involvement, and game pipeline expertise. Interested in researching new developments which challenge the limits of current technology and techniques requiring creative solutions.

employment

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.
- Involved the company with numerous alpha/beta software programs providing feature and bug feedback.

Product involvement:

PC: EVE Online: Incarna and Captains Quarters 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 Technical Director.
- Primarily tasked with developing and ensuring characters adhere to technical, aesthetic, and memory rules. This included ensuring proper edge loops, hi-res pipeline, modeling for deformation, and proper UV usage.
- 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.
- Mentored a talented junior TD, and spoke at local colleges to evangelize about the company and industry.

shipped products:

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.
- Traveled to the following studios to meet and train the staff on our Playstation 3 tools and technologies.

Sony Computer Entertainment Japan

Polyphony Digital

Sucker Punch Productions

Incognito Studios

Insomniac Games

Factor5

credited products:

PS3: Uncharted: Drake's Fortune

PS3: Lair

PS3: Resistance: Fall of Man

PS3: NBA 2007

PS3: ICE Tools and Tech (now EDGE)

PS2: Jak 3

PS3: Ratchet and Clank: Tools of Destruction

PS3: Warhawk

PS3: Motorstorm

PS3: MLB 2007

PS2: Jak X

PS2: Jak 2

Idol Minds Ilc.

March 1999 - June 2003

Animation Team Lead | Animator | Level Designer

- Was hired directly out of school with two other classmates to complete Coolboarders4 in seven months. The game went on to sell over 1.5 million copies worldwide, 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.
- Was hired as a background artist and completed two games before moving on the animation team.
- Completed one game as an animator, then promoted to animation and rigging lead for the following game.
- Worked with two other artists in training the art and programming staff to use Maya.

shipped products:

PS2: My Street

PS1: Coolboarders 2001

PS2: Coolboarders 2001

PS1: Coolboarders 4

professional contributions

Unparent Lightprobe Set

High Dynamic Range Lightprobe creation

- Since the release of the Unparent Lightprobe Set, numerous artists have used the probes for lighting and reflections in their own projects. A small collection of these can be seen in the gallery on my website.
- Created 18 HDR Lightprobes which are included in the following software packages:

Luxology Modo v.201-current

Daz Bryce

Brazil for Rhino

Microstation

Game Developers Conference 2007

March 2007

Contributing Artist for a talk given by Mark Cerny, John Olick, & David Simpson

- Created the art materials used during the talk on RSX Best Practices.
- 'George' the treebeast was used in the talk, which was my test creature during the ICE team project.

Siggraph 2006

July 2006

Contributing Artist for a talk given by Naty Hoffman, Dan Baker, & Jan Kautz

- Created the art materials used during Naty's talk on Physically Based Reflectance for Games.
- The art materials required for the presentation consisted of a high resolution character bust created in zBrush and accompanying screenshots for the zBrush->Maya->PS3 art pipeline.

DOFpro plug-in

September 2006

Created images for Richard Rosenman's DOFpro Photoshop plug-in

- DOFpro is a Photoshop plug-in that adds depth of field to any image, which I had used on several pieces.
- I was approached about using 2 of my images on their website. Ultimately, Schild and Nuts were chosen.

software experience

- Maya, Modo, Motionbuilder, Mudbox, Zbrush, Marvelous Designer, Photoshop, Lightroom, After Effects.
- Some Mel scripting primarily for artist quality-of-life tools, and automation of rigging components.
- All previous development platforms had been with proprietary engines and tools.