

DEVELOPMENT TOOLS

Autodesk 3ds Max

Adobe Photoshop

Chaos Group VRay

Mental Images Mental Ray

Splutterfish Brazil r/s

Autodesk Combustion

Autodesk Backburner

Radiant

UnrealEd

SELECTED GAME CREDITS

Forza Motorsport 1, 2 and 3,

Gabriel Knight 3

EDUCATION

B.A. (art major), The Evergreen
State College, 1996

SKILLS

LIGHTING

- Environment lighting for real-time games using direct and indirect lighting techniques, including image based lighting.
- Shot-based lighting for animation and stills using direct lighting and global illumination.
- Creating LDR and HDR maps for image-based lighting.
- Real-world studio lighting techniques for products and people using strobe flash kits.
- Lighting tools and process development.

RENDERING & COMPOSITING

- Multi-pass, multi-layer rendering for stills, animations and lightmaps.
- Global illumination, direct light and effects rendering optimization.
- Multi-pass, multi-layer render element and layer compositing.

MATERIALS, TEXTURES & MAPPING

- Material/look development for pre-rendered scenes.
- Texture map creation for 3D models based on photographic reference and hand-painting.
- UVW unwrapping for texturing and lighting.

CAMERAS & PHOTOGRAPHY

- Animated cameras for CGI cinematic sequences.
- In-depth knowledge of 35mm still photography.
- Reference photography for humans and environments.

MODELING & SCENE MANAGEMENT

- Hard-surface modeling for architecture, urban environments, terrain, props and vehicles.
- Assembly and management of large scale scenes requiring multiple render layers/geometry states.

WORK HISTORY

WORLD BUILDER
FXVILLE (CONTRACT)

02/2009 – CURRENT

- Translated *Call of Duty: Black Ops* Xbox 360 environments from high detail and HDR lighting to variable levels of detail and LDR lighting for the Wii.
- Documented development processes, established guidelines for HDR to LDR lighting translation.

LIGHTING ARTIST
MICROSOFT GAMES STUDIOS (CONTRACT)

09/2008 – 09/2009

- Created lighting scenarios for *Forza Motorsport 3*.
- Defined render settings for multi-pass lighting.
- Composited multi-layered lighting textures using proprietary tools.
- Managed render job submission and troubleshooting.
- Documented proper production practices and lighting tools.

3D VISUALIZATION SPECIALIAST
NC3D

10/2006 – 08/2008

- Lead small teams in creating massive, high-end 3d visualizations for architecture, transit, planning and urban design.
- Designed lighting rigs to balance realism and render times.
- Optimized render settings and set-up render layers.
- Composited rendered animation layers into finished sequences.

3D ARTIST III
MICROSOFT GAMES STUDIOS (CONTRACT)

2003 – 2006

- Created 3d environment models, textures and UVW unwraps for *Forza Motorsport 1 & 2*.
- Developed and disseminated efficient practices for creating art assets.

3D ARTIST
FREELANCE

2002 – 2003

- Consulted as an environment artist in the planning stages of a 3d MMO.
- Created 3d environment art assets.

LEAD ENVIRONMENT ARTIST
ZOMBIE, INC.

02/2000 – 02/2001

- Researched game engine technology, produced example assets, created schedules and set standards for art production.
- Modeled and lit environments for several projects.

LEAD ENVIRONMENT ARTIST
SIERRA ONLINE

09/1997 – 01/2000

- Modeled, mapped, textured and lit real-time 3d environments for *Gabriel Knight 3*.
- Directed environment art team, assisted heavily in art tools and process design.