

## DEVELOPMENT TOOLS

Autodesk 3ds Max  
Adobe Photoshop

Chaos Group V-Ray  
Mental Images Mental Ray  
Splutterfish Brazil r/s

Autodesk Combustion  
Autodesk Backburner

Hammer  
Radiant  
UnrealEd

## SELECTED GAME CREDITS

*Call of Duty: Black Ops*  
*Forza Motorsport 1, 2 and 3*  
*Gabriel Knight 3*

## EDUCATION

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

## SKILLS

### LIGHTING

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- 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

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- Multi-pass, multi-layer rendering for stills, animations and lightmaps.
- Global illumination, direct light and effects rendering optimization.
- Compositing of multi-pass lightmaps, stills and animations.
- Tone-mapping and color correction for real-time games, renderings and photographs.

### MATERIALS, TEXTURES & MAPPING

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- 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

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

### MODELING & SCENE MANAGEMENT

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- Hard-surface modeling for architecture, urban environments, terrain, props and vehicles.
- Game environment creation and optimization using Radiant, UnrealEd, DEdit and Hammer.
- Assembly and management of large scale scenes requiring multiple render layers/geometry states.

## WORK HISTORY

ENVIRONMENT ARTIST

HIDDEN PATH ENTERTAINMENT

11/2010 – CURRENT

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- Created lighting, tone mapping and color correction for unannounced FPS title.
- Modeled architecture, coordinated asset creation, and optimized environments.

WORLD BUILDER

FXVILLE (CONTRACT)

02/2009 – 10/2010

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- 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

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- Created environment lighting for *Forza Motorsport 3*.
- Rendered and composited multi-pass lightmaps.
- Documented proper production practices and lighting tools.

3D VISUALIZATION SPECIALIST

NC3D

10/2006 – 08/2008

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- Led small teams in creating massive, high-end 3d visualizations for architecture, transit, planning and urban design.
- Lighting, rendering and compositing of 3d stills and animations.

3D ARTIST III

MICROSOFT GAMES STUDIOS (CONTRACT)

2003 – 2006

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- Created 3d environment models, textures and UVW unwraps for *Forza Motorsport 1 & 2*.

3D ARTIST

FREELANCE

2002 – 2003

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- 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

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- 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

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- 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.