

Objective

To excel as a Technical Artist in game development while making awesome games.

Experience

Associate Art Director - Technical Art, Disney Interactive Worlds

July 2012 - Present

- Club Penguin (Web), My Penguin (Mobile)

- Manage Technical Art departments in Los Angeles, Redmond (WA) and Kelowna (B.C.)
- Design and oversee art pipelines for characters and environments
- Build tools to expedite art iteration and integration
- Design and write toon shaders
- Work with engineering leads to ensure proprietary engine is flexible and feature rich for artists
- Work with Build & Deploy team to define and enact a process for regular, reliable game builds
- Direct artists' personal development and education
- Educate Art Directors on best practices for efficiency and optimization of art assets
- Manage support contracts with Autodesk and Alienbrain
- Coordinate with I.T. on protocols for supporting artist-specific software

Instructor, Gnomon School of Visual Effects

August 2009 - Present

- Rewrote curriculum and Instructor for class: Introduction to Maya
- Wrote original curriculum and Instructor for class: Scripting for Production

Senior Technical Artist, Disney Online Studios

March 2011 - July 2012

- Unannounced Projects

- Hire and manage a team of ten 3D artists, animators and riggers
- Manage relationships with several outsourcing companies, defining requirements for asset deliveries
- Design and oversee art pipelines for characters and environments
- Design, script and implement a 3D rendering pipeline for environments, reducing iteration time from four hours to under six minutes per iteration
- Work closely with engineers to build tools for our proprietary engine, making it flexible and feature rich for artists

Technical Artist, Disney Online Studios, R&D Prototyping

October 2010 - March 2011

- Unannounced Projects

- Research new technologies to use in online games and develop prototype demos of technologies
- Develop new techniques for shaders, light-mapping and rigging to use in existing art pipelines
- Research and develop new art asset pipelines to increase efficiency and facilitate easier iteration

Technical Artist, Disney Interactive Media Group

March 2008 - October 2010

- Pirates of the Caribbean Online, World of Cars Online, Toontown Online
 - Design, implement and enforce a studio-wide file naming and folder structure for art assets
 - Rebuilt from scratch proprietary Maya Toolbox to better suit the needs of artists
 - Design, script and implement an automated 3D Rendering Pipeline for sprite assets in World of Cars
 - Design and implement visibility culling system, increasing average FPS by 200% for Pirates Online
 - Assist in design and implementation of modular dungeon and lighting system, increasing dynamic light limit in an area from 8 to near infinite and significantly speeding up level design for Pirates Online
 - Assist in design and implementation of ship optimization, reducing draw calls per ship from over 85 to under 15 and reducing total ship texture memory by 25% for Pirates Online
 - Integrate art assets delivered by outsourcing companies for Pirates Online
 - Gatekeeper of polygon and texture budgets for all new game assets for Pirates Online
 - Instructor for DIMG Insight Series, teaching several company-wide courses in Maya

Environment Artist, Disney Interactive Media Group

August 2007 - March 2008

- Pirates of the Caribbean Online
 - Model and texture environment and prop assets
 - Level design and layout using proprietary level editor

Digital Artist Intern, Gentle Giant Studios

Jan. 2007 - Apr. 2007

- Various Projects
 - Clean character scan data, re-mesh, UV and texture for feature film production and 3D printing
 - Model and UV base meshes for NextGen game characters and 3D printing

Education

Gnomon School of Visual Effects, Hollywood, CA

September 2005-June 2007

- Graduated June 2007 with Certificate in High End Computer Graphics
- Integral member of Student Projects for 2004 VES Awards Opening Effects and 2005 VES Festival Sponsor Logo Bumpers

Western Michigan University, Kalamazoo, MI

August 1997 - December 2001

- B.S. in Computer Science

Languages

- Python, MEL, C#, JavaScript, LUA
- Familiar but rusty with C/C++, PHP

Software

- Awesome with Maya, Photoshop, Alienbrain, Unity
- Familiar with 3DS Max, ZBrush, Body Paint, Flash, Shake, Fireworks, AfterEffects