



## OBJECTIVE

Create and Manage internal and external art to foster the highest levels of creativity in the known universe



## EXPERIENCE

### Art Outsource Manager | Studio Wildcard

2023 - 2024

- Managed internal and external asset creation, review and implementation in Unreal Engine 5
- Provided art direction and feedback to vendors for optimal pipeline
- Maintained best practices, quality control, and a cohesive visual style
- Drove outsource development by scheduling and tracking incoming and outgoing assets
- Created and managed the workflow and pipeline for all character and creature outsourcing
- Documented advanced outsource best practices and applied to optimize key bottlenecks in development
- Acted as the main conduit between the vendors and clients, ensuring optimal asset integration with minimal friction
- Developed and maintained asset catalogues and documents for kitbash indexing which ultimately would lead to higher quality asset creation from vendors
- Communicated daily with the art director, art leads, production, design, and other departments to understand and deliver on external development needs
- Vetted outsource studios, creating initial testing criteria, and final paperwork and management materials for successful project completion on time
- Critical in rigging/up'rising 'Ark: Survival Evolved' assets for 'Ark:Survival Ascended' in 3 month period
- R&D implementation of cel-shaded vertex painting to match 'Ark: The Animated Series' look in DLC content

### UI Artist | Actvision/TFB

2022

- Featured banner work in 'Crash: Team Rumble' and 'COD: Warzone'
- Worked with UI Art leads to ensure consistent style adherence
- Implemented assets into Unreal Engine 4
- Helped push visual style and UI graphics forward
- Ensured VFX operates within performance budget, including animated assets
- Reused ALL in game assets to create new art

### Art Outsource Manager | Iron Galaxy

2020 – 2021

- Maintained best practices, quality control, and a cohesive visual style
- Presented weekly to stakeholders for approval
- Communicated with multiple international studios daily to deliver concept and 3D assets for review across numerous timezones concurrently

- Worked with studio art director, game designer and concept team directly to ensure vision success
- Further developed art documentation for style guidance
- Managed multiple (3) vendor tracks concurrently during production, featuring overlapping asset creation
- Reported assets to 'Epic Games' for review and approval

## **Slot Art/Design/Animation | Contractor-Freelance**

2019 – 2020

- Developed all art for 'Deadmau5' slot with Microgaming and Eurostar Studios
- Worked on land-based slot machines with a focus on 'Spline' animation techniques
- Managed resourcing and client communications for personal business development
- Engaged new clients to build network
- Continue invested growth in accumulating vendor information
- Communicated and directed clients on best practices and visual guidelines

## **Art Director, Art Outsource Manager | Booming Games**

2016 - 2019

- Developed art guidelines and best practices for studio
- Directed artists remotely using storyboards, illustration, animation and marketing
- Collaborated with studio heads and developers to create top performing game visuals
- Scheduled and managed all internal and external artists asset development artistically including 3<sup>rd</sup> party vendors
- Created documentation and guidance for all slot art
- Month over month consistent monetary gains of 15-50% for full year 2018

## **Lead Artist, Lead Art Outsource Manager | Zynga**

2011 – 2016

- Essential in studio development and transition from city builder to Award Winning Online Casino
- Created initial Hit it Rich art pipeline with developers and high level management
- Lead of art outsource management for concept and animation
- Responsible for outsource scheduling and budget
- Vetted outsource studios
- Negotiated with internal stakeholders for resources based on quarterly/yearly forecasts and expectations
- Setup Chicago studio FTP system with appropriate security measures and Internal Governance
- Managed multiple studios concurrently across multiple disciplines
- Managed all internal outsource teams, including technical artists, outsource managers and production schedules

## **Lead Artist | Toy Studio**

2009 – 2011

- Developed art guidelines and best practices for studio
- Installed agile work methodology for rapid product development
- Lead art direction for all new products and designs
- Scheduled and managed all internal artists including

## **Senior Concept Artist, Environmental Artist | Day 1 Studios**

2007 - 2009

- Concepted and developed new game design ideas for pitches including characters, environments and UI designs
- Created and optimized environmental objects at different levels of detail
- Worked closely with animators and level designers implementing 3d assets

- Created normal maps and advanced material shaders using proprietary in-house software
- Created dynamic interactive and static props for in game and cinematic use

## Senior Cinematic Character Artist, Art Outsourcing | Midway Games

2005 - 2007

- Created multiple hi resolution character models, textures, normal maps and UV's for cinematic cut scenes
- Worked closely with technical character artist for optimal rigging parameterization
- Managed outsourcing of create a player assets for multiple titles
- Directed junior artists in anatomy, sculpting and mapping of in game characters
- Oversaw hi resolution weapon creation and in game counterparts
- Storyboarded in game cinematics
- Designed create a player outfits and characters



## EDUCATION & CERTIFICATES

### Google Project Management Certification | Google

2022

### BFA Media Arts and Animation, Cum Laude | Illinois Institute of Art

GRADUATED CUM LAUDE, JUNE 2005

### AAS Business Administration | Kalamazoo Valley Community College

2000 - 2003



## SKILLS

- Shotgrid
- Asana, Smartsheet, Google Suite, MS Suite
- Google Suite/Drive
- Microsoft (Teams, Word, Excel, Powerpoint)
- Adobe (Photoshop, Substance painter, Illustrator)
- Autodesk Suite (Maya, Shotgrid, 3DS Max, Mudbox)
- Maxon (ZBrush, Redshift/Trapcode)
- Atlassian (Jira, Trello)
- Perforce, Turtle, SVN, GitHub
- Smartsheet, Favro, Lucid Chart
- Unity
- Unreal Motion Designer (UE 5.44)
- Unreal Engine 3/4/5, Quixel, Megascans, Twinmotion
- Organizational Skills and Effective Communication
- Time Management and Multitasking
- VR, AR, XR Development
- NFT, Crypto, Blockchain R&D in gaming
- Project Management Certified
- Goal Oriented Planning and Problem Solving
- Motivating Leadership through culture and inclusion
- Scheduling, Vetting, Budgeting, Reviewing
- Manage multiple projects and tracks
- External and Internal art direction and leadership
- Agile workflow specific
- Project Specific Pipeline creation
- Project Documentation
- Cross Project Correlation and Best Practices