

## TECHNICAL ART DIRECTOR

### EXECUTIVE SUMMARY

Innovative and highly creative professional with over 18 years of experience bridging the gap between art and technology. Leading the development and aesthetic art direction while automating workflows and pipelines across a wide array of products including film, console, mobile, web, desktop and virtual reality platforms. *Additional qualifications include:*

- Expertise in providing technical art direction, as well as establishing framework and processes for content pipelines
- Hands-on experience in establishing autonomy with internal and external cross functional partners to collaborate with design teams, engineering, and vendors to manage incoming and outgoing requests
- Effectiveness in setting strategic art direction, best practices, workflows, tools, and pipeline management to meet project requirements, scope, and vision
- Adeptness in motivating, guiding, leading multidisciplinary teams, establishing and maintaining KPI's to collaborate towards a common goal and perform beyond expectations

### AREAS OF EXPERTISE

*Art Pipelines • Shaders • Graphics and Animation • Visual Effects • Game Design and Development • Modeling and Rendering  
Mobile and Desktop Development • Virtual Reality with Unity3D • Personnel Training and Development*

### RELEVANT EXPERIENCE

#### Strivr, Meno Park, CA, USA

##### Manager, CG

2018–Present

Build and drive the technical art direction for enterprise training programs in VR. Standardized art pipelines, naming conventions, and documentation standards allowing artists to optimize the rendering of characters and environments for all Unity3D VR deliverables. Removed obstacles for cross functional partners by delivering production support to consistently meet demand and quality metrics.

##### Selected Highlights:

- Lead the recruitment, negotiation, and onboarding of new artists both full time and vendor solutions
- Managed scheduling of all content deliverables and required feature work required to meet production goals
- Lead developing a new art style for the product that increased visual quality and performance on low end VR devices
- Lead transitioning a multi discipline team to leverage agile development processes resulting in the ability to track velocity and determine when features will be completed

#### OssoVR, Burlingame, CA, USA

##### Senior Technical Artist

2017–2018

Provided strategic direction and establish visual identity for a variety of surgical procedures in virtual reality. Implemented and established art pipelines, naming convention, and documentation standards which enabled users to optimize rendering of visual environments for all Unity3D projects. Recruited, on boarded and mentored new artists while setting and meeting technical production goals.

##### Selected Highlights:

- Supervised a multidisciplinary team in introducing a new pipeline that provided more ownership to individual contributors by eliminating unnecessary employee dependencies
- Established and implemented a workflow that enabled artists to be self-sufficient and collaborate with both internal and external partners
- Developed a toolset that reduced iteration time during development, thereby enabling faster updates based on client and product owner feedback
- Served as the pipeline specialist, tasked to design and implement processes and new tools to reduce cost of work, such as:
  - *Custom Maya exporter and pipeline, which improved art integration into Unity; as well as several tools within Unity to streamline artists pipeline and iteration times by 100 times, allowing the company to increase the scope of the product by 10 times*
  - *Customized Chrome plugin to export design documents and procedure step copy data from Google slides to Unity*

#### Storm8, Redwood City, CA, USA

##### Lead VFX Artist

2015–2017

Developed and executed the strategy that identified and recruited high performing artists with technical aptitude to close the quality gap and achieve organizational goals, such as performance on low end devices and visual effects matching the defined art direction.

Created customized tools per project to decrease the iteration time in the creation process thus allowing the product to be released on a wider range of hardware devices. Functioned as the key technical resource for all phases of production and other studio art needs. Built the team and provided training and mentorship to continuously improve efficiencies.

Selected Highlight:

- Recruited to address and improve performance rate for products in development
- Presented the value of technical art teams, which resulted in the creation of the Technical Art Department
- Spearheaded the optimization of draw calls to boost performance on all Unity3D projects
- Built several tools that improved productivity and efficiency, including:
  - *CG Vertex and Pixel shaders to optimize framerate*
  - *Unity tools to enhance profile runtime memory*
  - *Several tools to automatically decrease polygon count for LOD assets*
  - *Maya tools for vertex painting*
  - *Verification tools for artists to validate content before submitting to repository*

### Zynga, San Francisco, CA, USA

#### Lead VFX Artist

2013–2015

Functioned as the technical art director for a global team of over 40 artists while ramping up and mentoring other art directors. Spearheaded all visual effects creation for one of the highest-grossing web games created. Defining artistic and technical approach while developing workflows to achieve a product's visual style quickly, consistently and meeting quality standards. Providing guidance in creating and emphasizing on the approved style, examining content, and offering feedback to ensure on-time completion of the project.

Selected Highlights:

- Served as the interim art director for weekly generated content while providing technical art direction for other products
- Supported another art director in creating a VFX prototype and established art direction for rest of the project
- Created and deployed ATF texture optimization pipeline, which improved stability of visual rendering
- Pioneered a pipeline for the Animation Team to test and iterate animations in engine without waiting for engineering to integrate their artwork which enabled artists to improve quality and speed of artwork produced by three times
- Oversaw training for an insourced global art team to handle weekly deliverables which entailed interviewing, hiring, and onboarding, and continuous management

### Human Head Studios, Madison, WI, USA

#### Project Lead

2012-2013

Acted as the gameplay, graphics, user interface programmer and VFX artist for game applications developed through the Unity3D engine. Directed a team of seven remote developers in creation of the game. Reviewed and prioritized tasks and assignments into workable units on a daily, weekly, and project length basis. Guided the team in successfully meeting project schedules and delivering products.

Selected Highlights:

- Made significant contributions in reducing iteration time and increasing artist authoring power and efficiency
- Implemented best practices, guidelines, and processes for the artistic development
- Directed and developed new application to demonstrate enhanced graphics for new chip set campaign for Nvidia
- Gained distinction for being recruited to offer guidance in developing mobile products, introducing the concept of outsourcing, distributed development, and microtransactions

### Pandemic Studios, Los Angeles, CA

#### Senior Technical Artist

2005–2010

Started as a visual effects designer resolving bugs and frequent issues then quickly moved to supervising teams in establishing processes for content pipelines and guiding art direction. Worked with cross-functional partners to develop tools to optimize the creation of new artwork and managed continuous feature enhancements as user adoption increased. Utilized extensive film pipeline experience to take ownership of creating effects pipeline, and later developed the majority of the visual effects for a game application. Established the Cinematics Department along with a pipeline and renderfarm for pre-rendered in-game cut scene after vendor solution was proven unsuccessful.

Selected Highlight:

- Designed several tools, including:
  - *A toolset in XSI that improved artists workflow and optimized assets*
  - *Led the standardization of the application version and feedback loop to limit friction for users*
  - *A centralized distribution of tools, enabling artists to always have the latest updates for content creation tools*
  - *Asset tracking database (Demo'd at GDC) to support the Production Team in viewing and tracking the relative status of all assets in the production pipeline.*
  - *An asset management system that monitored the status of 2,300 assets, while enabling web front-end and email notifications for internal and external users*

## EDUCATION

**Bachelor of Fine Arts** • Savannah College of Art and Design, Savannah, GA

## ACTIVITIES

Judge, Annual Student Awards for Excellence in Computer Graphics (2015–Present)

## TECHNICAL ACUMEN

**Programming Languages** JavaScript • C# • JSON • ActionScript • Python • BrightScript • HTML • PHP • AppleScript • ActionScript • UnrealScript

**Software** Unity3D • Maya • Adobe Photoshop • Adobe After Effects • Final Cut Pro • XSI • Perforce  
Unreal Engine 3 • Unreal Editor • Cascade • PIX • Roku Developer • MEL Engine