

JAMES GARCIA

3d Model/Texture Artist

714.767.8110 – james@jamesman.com

Portfolio: www.jamesman.com

Summary:

I am a hardworking, highly adaptable and technically minded Lead and Senior Artist with 13+ years of experience in game development. I have excellent communication and time management skills, and work extremely well independently as well as with a team. I have dedicated myself to continuing to educate and improve myself and my craft. I consider it a privilege to do something for a living that I am so passionate about: making games!

Qualifications:

- High/Low Poly Sculpting & Modeling
- Photo Real and Painted Texturing
- Shader Development & Lighting
- Experience with: XB1, PS4, X360, PS3, PC
- Experience with: UE4, IDTech 5 & Unity 5
- Proficient in: 3ds Max, Maya, ZBrush, Photoshop
- Substance Designer, Substance Painter, Quixel Suite
- Peer reviews and critiquing
- Planning and implementing pipelines
- Researching and incorporating new technologies

Education:

The Art Institute of Orange County – B.S. in Media Arts & Animation in 2004

Escondido Charter High School – Graduated in 2000

Experience:

Nightdive Studios - Lead Environment Artist from March 2017 to Present:

- Modeling and texturing realistic assets set in a sci-fi environment
- Complex shader development
- Identifying and maintaining visual standards
- Establishing the environment art pipeline
- Communicating effectively with team members across multiple disciplines
- Lighting levels to achieve style and optimize level navigation
- Unpublished titles include:
 - System Shock Remake

Extrokold Games – Lead Artist from October 2016 to March 2018

- Sculpting, modeling and texturing highly stylized assets
- Working closely with the Art Director to identify and maintain visual standards
- Effectively working on multiple projects with various styles
- Communicating effectively with team members across multiple disciplines
- Published titles include:
 - Unearned Bounty (PC)

Sony Computer Entertainment of America – Lead Artist from January 2015 to December 2016

- Sculpting, modeling and texturing photo-realistic and stylized assets
- Developing new pipelines and techniques for next-gen asset development
- Working closely with the Art Director to develop assets for cinematic and in-game purposes
- Mentoring and instructing other environment artists
- Managing outsource vendors and providing feedback on their submitted work
- Effectively working on multiple projects
- Communicating effectively with team members across multiple disciplines
- Published titles include:
 - Knack 2 (PS4)

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The Workshop – Senior Artist from November 2012 to December 2014

- Sculpting, modeling and texturing photo-realistic assets
- Developing new pipelines and techniques for building next-gen assets
- Collaborating with a small team to rapidly prototype game ideas with minimal input from management
- Published titles include:
 - The Evil Within (XB1, PS4, PC)

Spark Unlimited – Senior Environment Artist from March 2012 to November 2012

- Building complex shader networks to achieve a wide range of surfaces and effects
- Using traditional modeling and high poly sculpting techniques to develop quality assets
- Layout of gameplay as well as vista spaces
- Lighting levels according to established styles and to optimize level navigation
- Kismet and Matinee implementation for in-engine animation and dynamic art integration
- Published titles include:
 - Lost Planet 3 (X360, PS3)

Obsidian Entertainment – Lead Environment Artist from March 2007 to February 2012

- Managing a team of 5+ environment artists of various experience levels
- Providing Technical Direction and limited Art Direction in large and small team settings
- Designing and implementing the environment art pipeline across four overlapping DLCs
- Developing concepts for in-game assets that adhere to the established visual style
- Implementing complex weather and ImageSpace systems
- Building complex shader networks to achieve a wide range of surfaces and effects
- Using traditional modeling and high poly sculpting techniques to develop quality assets
- Lighting levels according to established styles to optimize level navigation
- Published titles include:
 - Alpha Protocol (PC, X360, PS3)
 - Neverwinter Nights 2: Storm of Zehir (PC)
 - Fallout: New Vegas (PC, X360, PS3)
 - Fallout: New Vegas DLCs (PC, X360, PS3)
 - Dead Man's Hand, Honest Hearts, Old World Blues & Lonesome Road

Left Field Productions – Modeler and Texture Artist from March 2006 to February 2007

- Creating character, level, and prop assets for several projects
- Creating all character and vehicle assets for Dave Mirra's BMX Challenge
- Creating some of the levels and prop assets for Dave Mirra's BMX Challenge
- Creating prop and character assets for World Series of Poker, Tournament of Champions
- Working within tight deadlines in a small team environment to produce high quality models and textures
- Using traditional modeling and high poly sculpting techniques to develop character and object assets
- Developing assets for various platforms at different resolutions using industry standard and in-house toolsets
- Published titles include:
 - Dave Mirra's BMX Challenge (PSP, Wii)
 - World Series of Poker: Tournament of Champions (X360, PS2, PSP, Wii)

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References:

- Richard Pince (Coworker, SCEA) (760) 533.5027
- Paul Wu (Coworker, SCEA) (206) 310.4091
- Matt Stokes (Coworker, The Workshop) (714) 381.8443
- Joe Sanabria (Supervisor, Obsidian Entertainment) (949) 466.9581
- David Espinoza (Coworker, Obsidian Entertainment) (714) 307.5524
- Pastor Paul Harmon (religious leader) (714) 536.1614