

JAMES GARCIA

3d Model/Texture Artist

714.767.8110 – james@jamesman.com

Portfolio: www.jamesman.com

Education:

- The Art Institute of California, Orange County (March 2004)
 - Bachelors of Science in Media Arts and Animation
- Escondido Charter High School (1996-2000)
 - Bank of America Award for Distinguished work in Computer Arts and Sciences

Skills:

- 3d: **High/Low Poly Modeling, Sculpting, Texturing, Lighting**
- 2d: Conceptual, Illustration
- Managerial: Planning and implementing pipelines, Providing and integrating feedback from various sources, Assessing and assigning tasks, Researching and incorporating new technologies/software
- Experience developing on the following platforms: **Xbox One, PS4, Xbox 360, PS3, PC, Wii, PSP**
- Experience developing in major development environments, including **UE4, UDK** and **Unity 5**

Programs:

- 3ds Max, Maya, Softimage XSI, Adobe Photoshop, Illustrator, ZBrush, Mudbox, UDK, Unity**

Job Experience:

- Sony Computer Entertainment of America** (January 2015 to Present)
 - Lead Environment Artist** responsible for:
 - Using traditional modeling and high poly sculpting techniques to develop quality photo-realistic and stylized assets for next generation platforms
 - Developing new pipelines and techniques for building assets for next generation platforms
 - Working closely with the Art Director to develop assets for cinematic and in-game purposes
 - Managing outsource vendors and providing feedback on their submitted work
 - Effectively working on multiple projects with various styles, technical specifications, and software constraints
 - Communicating effectively with team members across multiple disciplines
- The Workshop** (November 2012 to December 2014)
 - Senior Environment Artist** responsible for:
 - Using traditional modeling and high poly sculpting techniques to develop quality assets for next generation platforms
 - Developing new pipelines and techniques for building assets for next generation platforms
 - Collaborating with a small team to rapidly prototype independent game ideas with minimal input from management
- Spark Unlimited** (March 2012 to November 2012)
 - Senior Environment Artist** responsible for:
 - 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)

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-Obsidian Entertainment (March 2007 to February 2012)

-Senior Environment Artist responsible for:

- 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

-Unpublished titles include:

- Project 'North Carolina'
- Project 'Virginia'

-Left Field Productions (March 2006 to February 2007)

-Modeler and Texture Artist responsible for:

- 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 extremely 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)

-Platt College (July 2004 to June 2008)

-Instructor responsible for:

- Presenting instructional materials and helping students prepare their portfolios
- Taught the following classes:
 - 3d Modeling and Animation; 3d Character Development; Architectural 3d; Camera, Lighting and Texturing

Freelance:

-Zeek Interactive

- 3d Artist for multiple projects including a series of games promoting 20th Century Fox's *Robots* and Happy Madison's *Jack and Jill*.
- Developed a range of 3d assets; insects, cartoon characters, robots, etc.
- Rigged 3d models onto single bone system

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- Created materials to simulate client's desired look
- Created looping animations to be prerendered and utilized in game

-Lostport LLC

- Lead 3d Artist for *Multitaire*, a game created by the client
- Concepted characters for in-game avatars and scenery
- Modeled and textured characters and scenery
- Rigged characters to allow for realistic model deformations
- Created looping animations to be used real-time in game
- Prepared models to be used in-game

References:

- Joe Sanabria (supervisor, Obsidian Entertainment) (949) 466.9581
- David Espinoza (coworker, Obsidian Entertainment) (714) 307.5524
- Matt Stokes (client) (714) 381.8443
- Steve Zehngut (previous client, Zeek Interactive) (714) 846.4563
- Pastor Paul Harmon (religious leader) (714) 536.1614