

OBJECTIVE:

To gain employment in a fun, but challenging and creative environment where I can make valuable contributions as part of a team & where my skills, experience, and high degree of enthusiasm can be fully utilized.

SUMMARY OF EXPERIENCE:**Over 7 years of professional game industry & related experience**

- 1.5 years at Rockstar Games working as Senior Artist on RDR, a “AAA” next-gen title (not yet released).
- 3.5 years at Big Huge Games as “3D Artist”. Three “AAA” titles shipped & credited – Rise of Nations, Rise of Nations: Thrones & Patriots, Rise of Legends (early contributor).
- 13 months at UBUBU Inc as “Lead Artist”. One innovative web product shipped.
- 20 months at Whatif Productions as “Art Director / Lead Artist”. Two PS One game concepts developed.

Over 5 years of experience in lead or supervisory positions

- 3 years at Zero Dean Photography as “Business Owner / Photographer & Digital Artist”
- 13 months at UBUBU Inc as “Lead Artist”
- 20 months at Whatif Productions as “Art Director / Art Lead”
- 4 months at the University of Maine as “Course Instructor”
- 18 months at the University of Maine as “Lab Supervisor & Multimedia Consultant”

QUALIFICATIONS:

- A likeable “people person” with highly effective communication, team building, and motivational skills.
- Experience mentoring and tutoring junior artists and contractors.
- Experience documenting and developing artistic and production processes and pipelines.
- Task driven, self motivated, hard working, and production tested.
- Familiar with overtime hours often associated with milestone deliverables.
- Effective planning, organizational, and problem solving skills.
- Detail oriented with proven ability to prioritize, complete, and manage multiple tasks from concept to finish.
- Team oriented. Able to collaborate productively with others & keep a sense of humor, balance, and perspective under difficult conditions.
- Able to give & receive effective instruction and constructive feedback visually, verbally, and in written form.

SKILLS:

- Thorough knowledge of modeling and texturing tools used in 3DS Max & Maya.
- Organic, technical, and low poly modeling.
- Distortion free UVW unwrapping and pelting
- Texture painting & texture creation from scratch and with reference.
- Normal mapping
- Familiar with 3D and real-world lighting principles.
- Experience placing game assets into proprietary engines, bug free.
- Expert scene composition skills.
- Expert image manipulation.
- Web site creation and development.

SOFTWARE:

3D Studio Max	Maya	Zbrush	Perforce
Photoshop	Painter	Dreamweaver / HTML	AlienBrain
After Effects	Premier	AlienBrain	XML Spy

EXPERIENCE IN DEPTH:**Rockstar Games****Senior Artist – Environment Team**

Sep 2007 – May 2009

- Modeled & textured architectural and natural environment assets for a next-gen cross-platform engine.
- Created gameplay friendly environment assets using efficient and exact processes.
- Worked directly with designers, programmers, other artists, art leads, and art directors.
- Helped document and improve the environment pipeline as well as facilitated team communication.
- Directly mentored & managed up to 4 environment artists & coordinated a team of 10.

Zero Dean Photography**Business Owner / Photographer & Digital Artist**

Jun 2004 – Sep 2007

- Established all aspects of successful photography business and studio as founder and photographer.
- Provided personal and commercial photography for individuals and commercial clients.
- Developed and maintained sound relationships with clients and provided career advice as requested.

Big Huge Games**3D Artist – Environment Team**

Feb 2001 – Jun 2004

- Worked on the development of Rise of Nations (“PC Game of the Year” – Gamespot) and its expansion pack, Thrones & Patriots (“The highest rated expansion pack ever” – TechTV) from start to finish.
- As one of three members of the Big Huge Games “Buildings Team”, I modeled and textured several key architectural components in RoN (barracks, stables, forges, and more). I was considered the resident “cloth expert” and the residing “photoshop whiz”.
- Developed and applied a post processing and quality control system applied to all building assets put into the game, helping to unify production standards.
- Personally responsible for “post processing” every building (200+) included in Rise of Nations and Thrones & Patriots.
- Oversaw and trained a team of three on-site contractors who created art content during the final stages of the expansion pack development cycle.
- Modeled and textured (including normal mapping) low poly architectural assets and helped refined the building design process for Rise of Nations: Rise of Legends.
- Designed and built from the scratch the original Big Huge Games web site (current version is a derivative) and provided maintenance for 18 months until a web developer was hired.
- Additional projects included: BHG staff photography, modeling and texturing of RoN marketing materials, and oversight and organization & maintenance of the Art Department’s server-based reference library.

UBUBU, Inc**Lead Artist – Assets Team**

1999 – 2001

- Responsible for coordinating and supervising the efforts of the artists.
- Defined the art schedule and maintained the art design style guide and “bible”.
- Produced weekly status reports for the Art Director.
- Modeled and textured low poly objects for an innovative 3D based web browser.
- Special projects included UBUBU web site design tweaks & maintenance and the creation of internet-based marketing materials.

Science Applications International Corporation (SAIC)**2D/3D Digital Artist**

1999 – 1999

- Hired as an on-site contractor to work on a wide range of multimedia projects including UI design, 3D character animation & lip syncing, audio track analysis for lip syncing, digital photography, 3D modeling and design, HTML programming & web site design, digital video effects & compositing, and voice acting.

Whatif Productions, LLC
Art Director / Lead Artist

1997 – 1999

- Effectively managed all facets Whatif Productions' art department, including the start-up of new dept. Gained experience in recruiting, interviewing, job placement, evaluation of personnel, budget management, artist training & supervision, and other day-to-day operations.
- Demonstrated ability to effectively lead a staff of artists.
- Conceived of, designed, and implemented models, textures, and marketing materials for two unreleased Sony Playstation titles.

3D-PRO**Founder / Administrator**

1998 – present

- Founded and manage 3D-PRO, a private and highly regarded network & community of over 700 professional 3D artists from nearly every major (and minor) English speaking computer graphics related studio around the globe (Pixar, ILM, Weta Digital, Sony Imageworks, Disney, Dreamworks...)

University of Maine**Instructor – “Intro to 3D Design & Animation”**

Spring Semester 1996

- Developed and taught “Intro to 3D Design & Animation” where students were provided a foundation in computer graphics, including project planning, storyboarding, lighting, timing, modeling, rendering, and animation.
- Demonstrated expertise in taking academic subject matter and making it come alive for students through well-planned art projects, fostering development of creative thinking skills.

University of Maine**Multimedia Consultant & Lab Supervisor**

1995 – 1997

- Provided multimedia software (Photoshop, Illustrator, After Effects, Premier...) training to faculty and students.
- Oversaw administrative functions and supervised maintenance of the University's premiere multimedia lab.

ENDORSEMENTS FROM COWORKERS (excerpted from LinkedIn) <http://www.linkedin.com/in/zerodean> :**Daren Bader****Art Director/Creative Director – Rockstar Games**

“Zero is a very detail oriented modeler with an eye for quality artwork. In our relatively short time of working together, I could consistently rely on Zero to put everything he had into his work, always looking for ways to improve whatever model he was working on at the time.”

David McGrath**Senior Artist – Rockstar Games**

“Zero is a total professional. He's a master of his craft and has the enthusiasm to lead, instruct, and innovate.”

John Wang**Artist – Rockstar Games**

“Zero From the short amount of time that I worked with Zero, I had the pleasure of working with a truly unique, hard-working, and talented individual. Zero possesses an acute attention to detail for any task that he partakes in, which is naturally exhibited in the quality of the work that he does. He also has a good sense of humor, which makes him very relatable and sociable, especially in such a high stress environment in which we worked in. It was certainly a pleasure working under and with Zero at Rockstar.”

Ryan Pearo**Artist – Rockstar Games**

“Zero is a diligent worker with a "do it right the first time" attitude. He gets the job done the way it should be done.”

Edgar Acevedo**Artist – Rockstar Games**

“Among the many qualities that distinguish Zero, the one that's most notable is his initiative. Zero is a natural leader. Other words that come to mind when thinking about Zero are organized, knowledgeable and effective. I would be happy to have the opportunity to work with Zero again.”

Ghyan Koehne**Designer – Rockstar Games**

“Zero is a great guy to work with. One of the best artist on the team. I am very sad to see him leave.”

Graham Somers**Community Relations Manager – Big Huge Games**

“Zero has an amazing eye for detail and I think that it shows in his work. He was one of a number of artists that critiqued my work at Big Huge Games and he definitely inspired me to take my work up a number of notches. I would not hesitate to work with him again or recommend him to anyone looking for talented artist.”

Jonathan Jacobson**3D Artist – Big Huge Games**

“Zero is a highly creative and insightful artist. His broad range of skills, his ability to think outside the box and his dedication make him an invaluable asset”

John FitzGerald**3D Artist – Big Huge Games**

“I had worked with Zero for 4+ years while at BHG. Zero is a driven, hard working & production tested artist who is familiar with overtime hours often associated with milestone deliverables. A detail-oriented person who is willing to learn anything necessary to get the job done. On a personal level, he has a upbeat attitude and a charismatic personality that is an asset to any work environment.”