

Bobby Simpson

www.3dslave.com

11300 Shallow Water Rd. Austin, TX 78717

bobby@3dslave.com

214.298.7796

SKILLS

- 3D Studio Max 9
- Maya 7.0
- zBrush2
- Softimage XSI
- Adobe CS2 Creative Suite
- Painter 9
- Vicon Workstation
- Test Track Pro
- Freehand MX
- Dreamweaver 8
- Flash Pro 8
- Microsoft Office
- SourceSafe
- Tortoise SVN
- Vicon I.Q.
- Perforce

ENGINES

- Unreal Engine 3
- Quake III Engine
- Call of Duty Radiant
- Half-Life Source
- TES Construction Set
- Cry Engine

PROFESSIONAL GAME EXPERIENCE

Midway Studios (Austin) – *Unannounced Project (TBD)*

Environmental Artist

- Generated assets from start to finish; modeled, mapped, imported and created materials and packages for world objects
- Created complex materials including occlusion maps, and terrain masks for blending multiple textures
- Coordinated with pod lead to take designer levels to finished state
- Polished exterior environments to match concept art, tasks included lighting and additional material and prop work

Midway Studios (Austin) – [BlackSite: Area51](#) (release Nov 5 2007)

Environmental Artist

- Generated assets from start to finish; modeled, mapped, imported and created materials and packages for world objects
- Created complex materials including occlusion maps, and terrain masks for blending multiple textures
- Coordinated with pod lead to take designer levels to finished state using existing assets from campaign
- Polished interior and exterior environments to match concept art, tasks included lighting and additional material and prop work
- Optimized levels and assets for Xbox 360 and PS3

Ensemble Studios – [Age of Empires – The War Chiefs](#) (release Oct 17 2006)

Environmental Artist

- Three phase construction for new native civilization's structures
- Three phase destruction for new native civilization's structures
- Baked in Havoc animation for destruction's final stage
- Scripting in XML
- Screenshots of SPC Act II Maps for Strategy Guide

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STUDENT GAME EXPERIENCE

The Guildhall at SMU – [Weekday Warrior](#) (*Half-Life 2* Team Project) 2006
IGF 2007 Winner

Artist

- Textured four characters
- Modeled, Textured, and Imported twelve world objects
- Scripted animated textures and cursors
- Motion Captured five character animations
- Created all HUD and 2D art assets
- Designed game logo, promotional materials, and website

The Guildhall at SMU – [Sandstorm](#) (*Call of Duty* Team Project) 2005

Character Artist / Art Lead

- Modeled, Textured, and Rigged all custom characters
- Created seven interchangeable accessories
- Created custom texture for M-16 model
- Worked extensively with programmer to create a new character model pipeline
- Handled vehicle implementation and functionality
- Checked in and imported most art assets into project
- Delegated tasks and managed art team

WORK EXPERIENCE

Midway Studios March 2007 – Jan 2008

Contract Artist

- 3D Environment
- Art Pipeline Management

Ensemble Studios July - Oct 2006

Contract Artist

- 3D Environment
- XML Scripting

Empire Design Group Jan 2003 - March 2006

Art Director

- Graphic Design
- Web Design
- Page Layout for Magazines and Books
- Tradeshow Graphics
- Direct Marketing
- Corporate Identity

EDUCATION

The Guildhall at SMU 2005 – 2006

Graduate Certificate in Digital Game Development, Specialized in Art Creation