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<b>Objective</b>	To contribute my artistic, technical, and leadership skills to a top-rated AAA project.
<b>Summary</b>	Fourteen-year veteran game developer with major shipped FPS and MMO titles and experience in all game development disciplines. Currently Art Director at Epic Games Poland / People Can Fly, with a focus on visual direction, team leadership, and technical development.
<b>Portfolio</b>	<a href="http://www.waylon-art.com/portfolio/">http://www.waylon-art.com/portfolio/</a>

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## Professional Experience

### Epic Games (People Can Fly)

#### Art Director – Gears of War: Judgment - Spring 2011 to Present

- Guided the art team in the creation of their first Gears of War title.
- Developed the visual style of the game – advanced the established Gears of War style by creating new visual pillars and best practices, new rendering features, and modernizing some established style elements (For instance, capturing the “mood” of Gears of War 1 without simply desaturating the world)
- Significantly raised the quality bar of the art team through individual mentorship, cultivating artist empowerment, and by developing the strengths of the art leads.
- Worked with the Creative Director to design environments, characters, weapons, and blockbuster moments that reinforced the story and the gameplay.
- Established a new leadership structure within the art team. Mentored new leads in their roles and developed the skillsets of existing leads.
- Worked with the engineering team to develop new rendering features to support the updated visual style. (Many of these features were then added to UE4.)
- Introduced team -building practices such as life drawing sessions, sketch jams, reference photo shoots, concept boards, craft training, leadership training, and team art reviews.
- Directed and personally contributed to the creation of all marketing material.
- Performed final polish work on all level post process effects, and many other critical visual elements.

### Electronic Arts (EA-Los Angeles / Danger Close)

#### CG Supervisor (Technical Art Director) - Medal of Honor - 2007 to 2010

- Directed all technical aspects of the game’s implementation for the content team.
- Worked with engineers to rewrite the game renderer and post process pipeline. Wrote specifications for new features including pre-light rendering, CSM lighting, dynamic iris, filmic tonemapping, enhanced depth of field and bloom, and more.
- Created base shaders used by all characters, vehicles, weapons, and most environment assets. Created special-effects shaders for “hero” assets and custom optics (night vision, sniper scopes, etc.)
- Created style guides and workflow documents for Environment Art, Lighting, Characters, and other disciplines.
- Performed final polish work on all major game demos and promotional videos. Tuned final post process for all levels.
- Defined all memory and performance budgets for the content team. Drove optimization efforts.
- Established pipelines for outsourcing level art, weapons, and vehicles, and for 3D character scanning. Worked closely with outsourcing partners throughout production to ensure quality standards were met.
- Ran training seminars for multiple EA development teams (EA-Montreal, EA-Shanghai, and EA-Los Angeles). Consulted with numerous EA Partners teams on skills training, engine ramp-up, and project finaling. (People Can Fly, Grasshopper Manufacture, Virtuos Games)

**Lead Artist - Medal of Honor Airborne - 2005 to 2007**

- Led a team of 12 environment artists to complete all game levels during a truncated 8-month production cycle.
- Led the content team's transition to the Unreal engine. Defined core workflows and pipelines, and educated the team in the use of the new toolset.
- Worked with the art director to develop the visual style of the environment art. Created style guides, "visual target" assets, and shot reference photography.
- Instrumental in convincing EA to switch to the Unreal engine. With a small group, implemented Medal of Honor's X-Level using the Unreal engine in a single weekend.

**Guild Software, Inc.**

**Lead Artist - Vendetta Online - 1998 to 2005**

- Sole artist on Vendetta Online. Defined art direction for all in-game assets and promotional material. Designed, modeled, and textured game's visual content, including in-game objects, particle effects, menu systems and icons, backgrounds, and scenery.
- Designed and implemented rendering engine components, including a particle system and a level editor. Designed scripting languages to control both.
- Co-wrote game design document. Designed and programmed game components including input and control systems and various gameplay-specific systems.
- Wrote a variety of tools to facilitate content creation, including Max Scripts and stand-alone editors.

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**Specialties**

**Production Skills:** Visual Direction, Look Development, Modeling, Texturing, Material Creation, Set Dressing/Set Design, Post Process, Style Guide Creation, Design Document Creation, Reference Photography, Workflow Development, Optimization

**Management Skills:** Team Leadership, Career Development, Milestone Scheduling, Outsourcing Management, Skills Training (Teaching and Coordination)

**Software:** Unreal Engine 3, Maya, Max, Photoshop, Mudbox, ZBrush, Flash

**Programming Languages:** C++, HLSL, ActionScript, MAXScript, Mel Script, Lua, SQL, and many others

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**Education**

**Bachelor of Science in Computer Science**  
University of Wisconsin - Milwaukee, WI  
Graduated August 2003

**Other  
Experience**

- Independent flash game development. Experienced in all aspects of development including design, programming, audio, and art.
- Teacher with the Gnomon School of Visual Effects (2008-2009). Classes included Game Level Design and Intro to the Unreal Editor.
- Created numerous training DVDs and online tutorials. Topics include the Unreal Editor, Unreal Development Kit, Unreal Material Editor, 3ds Max UV Mapping, and others.
- Other interests: Photography ([www.waylon-art.com](http://www.waylon-art.com)), Urban Exploration, Tabletop Gaming, Travel.