

# Moses Nitzsche

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## EXPERIENCE

### TECHNICAL ART DIRECTOR

#### San Francisco, CA

04/2016 – present

- Put in place and document the graphic production pipeline (modeling, animation, characters, lighting, SFX, etc..) and assure the follow up
- Driving the optimization and debugging to fix the issues raised in his field of expertise
- Create, organize, and lead training sessions so that all members of the modeling team can properly use the tools and methods
- Coordinate and act as a contact between the modeling team and the programming team
- Develop or find the best tools and methods possible for improving and facilitating the work of the artists
- Coordinate and act as an intermediary between his/her graphic team and the tool programming team
- The Technical Art Director has four main focuses during production, which are highly inter-dependent

### MANAGER, ART DIRECTION

#### Dallas, TX

10/2013 – 01/2016

- Partner with project management to maintain scope of work and mitigate deadlines/issues while effectively managing your own workload
- Develop vision & approach for assigned work
- Manage onsite and remote contractors and managed teams
- Design and lead brand development projects and targeted communications
- Lead brainstorms in a team environment to develop creative concepts
- Provide leadership, design and strategic creative solutions
- Provide pre-press supervision of photography to ensure color fidelity, and proper retouching and typographic placement throughout the proofing stages

### ART MANAGER

#### Boston, MA

08/2010 – 08/2013

- Develops staff through coaching and training opportunities and by providing regular performance feedback on established individual and departmental goals
- Stay abreast of competitive landscape to maximize design effectiveness of Keurig Green Mountain brands. Understand performance data and research to identify and recommend design solutions
- Supervise staff and work with the senior art manager and team Leads to provide work direction, performance reviews, and coaching
- Help create and manage department schedule and insure proper workflow through the department
- Develops a common vision, sets clear objectives, facilitates teamwork, recognizes outstanding performance and maintains open communication
- Work closely with the other Art Directors to ensure clear and consistent communication of brand visions and methods of execution, as well as to maintain continuity of design
- Develop paths for artists' career development and conduct performance reviews for the team

## EDUCATION

### COLORADO STATE UNIVERSITY

#### Bachelor's Degree in Graphic Design

## SKILLS

- Proficiency in English (good communication skills, ability to draft technical documents)
- Good knowledge of 2D and 3D graphic software
- Very good management skills with ability to keep track of multiple threads
- Detailed knowledge of the technical constraints of engines and the different game platforms
- Strong technical skills and ability to write technical documentations
- Good communication skills (spoken and written)
- Extensive knowledge of video game engines and platforms
- Extensive knowledge of 2D and 3D computer graphics software
- Ability to work as part of a team
- Knowledge and Interest in the following tech-art areas