

R. MORENO

Roberto Moreno
Environment Artist

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U.S.A.

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EDUCATION

Bachelor of Science, Game Art & Design
The Art Institute of California
San Francisco, CA

Multimedia Arts / Digital Imaging
Berkeley City College
Berkeley, CA

Traditional Illustration
California College of Arts & Crafts
Oakland, CA

SOFTWARE

Maya, 3DS Max, UE4, Photoshop
Zbrush, Substance Painter
Crazybump, Ninja Dojo, Perforce
Test Track Pro, Dev Track, JIRA

SUMMARY

11+ years as a professional video game environment artist with emphasis on interactive props which include key frame animation, physics, and destructible set up. Strictly adhering to style and intended look of the game as set by the Art Director. Working closely with various disciplines and departments to provide high quality game assets.

WORK EXPERIENCE

SUPER EVIL MEGACORP (San Mateo, CA)

3D GENERALIST

Vainglory 5v5

- Modeled high/low resolution background Palace for baking texture maps
- Reduced poly count/texture resolution of outsourced assets to achieve 60fps set standard

NOV 17- JAN 17

TOYS FOR BOB (Novato, CA)

ENVIRONMENT ARTIST

Skylanders: Imaginators / Skylanders: Trap Team

- Modeled various hard surface/organic, stylized/cartoon props for various levels
- Efficient low polygon modeling/UV mapping to maximize real-time performance

DEC 13- AUG 17

EA MAXIS (Emeryville, CA)

3D GENERALIST

Sim City: Cities of Tomorrow

- Assisted team in "futurizing" existing building assets
- Placed "future" themed billboards on various buildings

JUL 13- OCT 13

SANZARU GAMES (Foster City, CA)

PROP ARTIST

Sly Cooper: Thieves in Time / Mystery Case Files: The Malgrave Incident

- Modeled various hard surface/organic, stylized/cartoon props for various levels

APR 10- JUN 13

SECRET LEVEL (San Francisco, CA)

ENVIRONMENT ARTIST

Iron Man 2: The Video Game

- Modeled/ textured various industrial/office props for Stark Enterprises warehouse/office interiors
- Baked high resolution models onto lower resolution in-game models/exported texture maps
- Created last boss fight interior room (model/ texture/collision) under an extremely tight deadline

SEP 09- APR 10

ELECTRONIC ARTS (Redwood City, CA)

ASSOCIATE OBJECT MODELER

The Sims 3: World Adventures Expansion Pack 1

- Created various environment props for the while adhering to specific world location themes
- Consistently met deadlines, provided quick turnaround on revisions

JUN 09- SEP 09

CRYSTAL DYNAMICS (Redwood City, CA)

JR. MATERIAL ARTIST

Tomb Raider: Underworld

- Created textures set for burning mansion interior. Also set up/painted fire damage blend maps
- Modeled and textured damaged/undamaged versions of Croft Manor exterior for cinematics

OCT 07- JAN 09

VISUAL CONCEPTS (Novato, CA)

ENVIRONMENT ARTIST

Fantastic 4: Rise of the Silver Surfer

- Re-textured outsourced textures. Created grunge maps for the entire level
- Optimized/cleaned up corrupted, outsourced geometry fast & efficiently under tight deadlines

JUL 06- JUN 07

REFERENCES (contact info upon request)

Cassie Neuburger - Sr. Artist @ EA Redwood Shores

Joseph Carabajal - Sr. Artist @ EA Redwood Shores

Mike Ebert - Lead Designer @ Blizzard Entertainment

Ray West - Sr. Game Designer @ Toys for Bob

Kjeld Pederson - Sr. Environment Artist @ Toys for Bob

Eli Robles - Lead Environment Artist @ nWay Games

Kevin Evans - Environment Texture Artist @ Sanzaru Games Inc.

Jeremy French - Sr. Environment Artist @ Double Fine Productions