

## Contact

[www.linkedin.com/in/ocean-quigley-4a84b4112](http://www.linkedin.com/in/ocean-quigley-4a84b4112) (LinkedIn)

## Top Skills

Art Direction

3D

3D Rendering

## Honors-Awards

The Top 25 Game Industry Heroes for 2008

## Publications

Rigblocks: Player-Deformable Objects

Player-Driven Procedural Texturing

Creating Spherical Worlds

# Ocean Quigley

Creative Director at Facebook  
San Francisco Bay Area

## Summary

At Facebook, responsible for 3D Photos and 3D Posts.

Mobygames page: <http://www.mobygames.com/developer/sheet/view/developerId,215/>

Various projects (games, computer graphics, art, etc): <http://oceanquigley.blogspot.com/>

Art Director & Creative Director, lead multiple projects from inception to ship. You can see his work in Spore, SimCity 3000, SimCity 4, SimCity 2013, The Sims, The Sims2 among others.

Additionally, Ocean is a oil painter whose work is shown in galleries and museums.

### Projects:

SimCity 3000

SimCity 4

SimCity 2013

Spore

The Sims

The Sims 2

SimCopter

Streets of SimCity

### Professional Experience:

2008-2015 Senior Creative Director, Electronic Arts.

Creative Director & Lead Art Director for SimCity 2013

Creative Director for unreleased Maxis/EA title

1999-2008 Senior Art Director, Maxis/Electronic Arts

Lead Art Director for Spore

Creative director & Lead Art Director for SimCity 4

Art Director & Systems Designer on The Sims 2

1998-99 Art Director, Maxis/Electronic Arts  
Lead Art Director for SimCity 3000  
Art Director & Systems Designer on The Sims

1995-98 Senior Artist, Maxis.  
Lead artist for SimCopter, Streets of SimCity, Full-Tilt pinball

#### Education:

1993-94 California College of Arts and Crafts, Oakland, CA  
1990-91 Tyler School of Art, Philadelphia, PA  
1987-89 Parsons School of Design, New York, NY

#### Presentations:

Multiple presentations at the Game Developers Conference (2008, 2012, 2013)  
Games keynote, Art Futura, Barcelona 2008  
Siggraph presentation on Spore's technology, 2007

#### Awards:

Multiple awards for Spore, the Sims & SimCity  
2008 The Top 25 Game Industry Heroes for 2008 | Edge Online, #13  
1999 Viridian Design Competition  
1993 Silver Award, Art of California Magazine  
1992 Bronze Award, Art of California Magazine

#### Publications:

03/2009 Juxtapoz  
01/2006 American Artist magazine  
08/2002 Time Magazine  
03/2002 Arnet (Italy)  
02/1999 I.D. Magazine  
02/1999 S.F. Weekly

#### Exhibitions:

2002-2015: Game On exhibit Barbican Art Gallery, London, UK

---

## Experience

Facebook

## Creative Director

September 2016 - Present (6 years 8 months)

Menlo Park, CA

## Electronic Arts (EA)

20 years 4 months

### Senior Creative Director

July 1995 - October 2015 (20 years 4 months)

Creative director on SimCity 4 and SimCity 2013, among other games.

### Senior Art Director

July 1995 - October 2015 (20 years 4 months)

Emeryville, Ca

At EA, I art directed and/or creative directed SimCity 3000, SimCity 4, SimCity 2013 & Spore. I was one of the art directors on The Sims and The Sims 2.

Currently, I'm a cofounder of No You Shut Up Games in Berkeley, CA.

---

## Education

### California College of the Arts

Oil Painting · (1992 - 1993)

### Parsons School of Design - The New School

Illustration · (1987 - 1989)