

Eric Hart
Game Artist
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Objective

To obtain a position where my passion, hard work and education can help contribute to a team of dedicated artists working to create exciting and ground breaking products.

Work Experience

(May '10 – Current) Unannounced 3d Game for Facebook

Company: Codebell LLC. (Miami, FL)

Role: Game artist

- **Primary duties:** Assisted in development of swappable clothing system and art pipeline for player driven character and housing customization. UV and texture 3d assets to be optimized to run in a web based / Facebook environment. Assist in establishing and maintaining a solid visual style with mass appeal.
- **Secondary duties:** Assist in modeling, level design, and general game design as needed.

(November '09 – March '10) The Collector's Showcase

Location: The Collector's Showcase (Austin, TX)

Role: 3d Artist

- **Primary duties:** Creation of high quality hard surface and organic assets that are 3d printed and mass produced as collectible miniatures. Completed tasks and assets under extremely tight deadlines.

(February '09 – April '09) Prototype - social integrated mmorpg

Location: Critical Mass Interactive (Austin, TX)

Role: Contract 3d Artist

- **Primary duties:** Modeling, texturing, rendering 3d environment props, creating modular pieces and tile-able textures. collaborating with lead artist to determine technical specifications for assets
- **Secondary duties:** Created preliminary file and organization structure, wrote .PDF tutorials for outside contract artists, worked SXSW booth with raffles, game challenges and promotional events

(October '08 – February '09) Film – The 2 bobs

Location: Critical Mass Interactive (Austin, TX)

Role: Contract 3d Artist

- **Primary duties:** Modeling, texturing, rendering 3d characters based on game specs
- **Secondary duties:** Lighting, blend shapes, env. props, general troubleshooting.

Private Project: Facebook Game “Zorb: Galactic Coliseum”

- Co-created game with two others in spare time
- Developed visual style and worked with designer to optimize social elements.
- Explored social game demographics

Education

Full Sail University

Orlando, FL

Bachelor of Science in Computer Animation

Artistic knowledge/ Software

High/ low poly modeling

Displacement/ normal map creation

Extensive UV mapping/ texturing knowledge