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DemoReel (FX): <https://vimeo.com/69149541>  
DemoReel (Env Art): <https://vimeo.com/69402802>  
(\*Note: Demo reels are password protected, please contact me for access)

# Leo Gonzalez

## Skills/Software

### Professional proficiency in the following:

Unreal Engine 3 | Unreal Engine 4 | CryEngine | Unity3D | HALO Tech | Radiant (Call of Duty Advanced Warfare Engine)

Maya | 3dsMax | Softimage | ZBrush | After Effects | Photoshop | Premiere Pro | mental ray | VRay | Substance Designer

Environment Art: Modeling, sculpting, materials, texturing, lighting

FX: Particle systems, simulation, texturing, VFX, materials

English | Spanish | French

## Objective

My objective is to be a valuable asset within my team, constantly pushing the quality bar of my work farther with each project. I best describe myself as a hardcore gamer, who happens to know how to develop games. Being a team player is vital for the success of any project, and I enjoy working with a great team and sharing my knowledge with everyone. Helping team members is important to me and I always look for helpful feedback and constructive criticism from coworkers. I'm very technical, and I'm constantly researching and learning the latest and newest tools and techniques in the industry, pushing my skill set more and more.

## Experience

[ 2014 - Present ]      *Certain Affinity [Halo]*

### **Environment | FX Artist | Lighter**

- Tasks including sculpting, modeling, VFX, lighting.
- Leading efforts to teach lighting to fellow team members.
- Leading R&D for lighting in new proprietary engines and pipelines.
- Part of internal R&D team creating new pipeline for next gen projects going into the future.
- Training up studio on Unreal 4 technology.
- Prototyping new games with Unreal 4 (programming, animation, VFX, env art).

[ 2013 ]      *Spark Unlimited [Raiders of the Deep]*

### **FX Artist**

- Hand picked to be part of a special team to develop Spark Unlimited's first next gen game title, Unreal Engine 4.
- As principal FX artist, I was responsible for researching and developing our new FX pipeline for current and future projects.

- Planned out and executed our entire FX roadmap.
- Responsible for creating all the FX for Raiders of the Deep, including original artwork and particle systems including:
  - explosions, atmospheric effects, volumetric lighting, VFX, and vector fields.
- Created a suite of custom materials, material functions, and particle modules with parameterization to enable senior environment artists and the art lead level-specific fine tuning.
- Created vector fields with Maya FX tools to push our in-engine FX to higher levels of quality while maintaining performance.
- Maintained all FX within performance budget constraints.
- Shared knowledge of new tools, techniques and features of Unreal Engine 4 with colleagues.

[ 2012 - 2013 ]                      *Spark Unlimited [Lost Planet 3 / Capcom]*

**Environment Artist | FX Artist | Cinematics**

- Member of Gold Master Strike Team:
  - Part of small team charged with closing out final shipping SKU.
  - Charged with finalizing, polishing, and optimizing character lighting in single player campaign.
  - Lead senior artist in charge of final polish and debugging in 3 campaign levels.
  - Collaborated with and supported designers to finish their levels.
- FX responsibilities:
  - Provided additional support for Lead FX artist with environmental and atmospheric FX.
  - Responsible for parameterizing all particle systems in the entire game.
  - Taught environment team how to use custom parameters on instanced particles for level specific fine tuning to match lighting color and value.
  - Responsible for creating custom lens flares for entire game.
  - Optimized FX for performance and memory.
- Environment Artist responsibilities:
  - Created custom parameterized materials and material functions.
  - Created all holograms in the game which involved custom materials, keyframe animation, kismet scripting, modeling, and procedural texture animation.
  - Modeled in-game assets, sculpted high resolution meshes, and texture painting.
  - Completed set dressing and lighting in numerous levels.
  - Optimized and diagnosed environments for performance and memory on PC, PS3 and Xbox 360.
  - Responsible for one part of a three part DLC Single Player Campaign.
    - Completed level layout, set dressing, lighting, and FX.
    - Collaborated with designer to implement compelling gameplay.

- Optimization and debugging.
- Cinematics responsibilities:
  - After two teams failed to deliver the Intro Cinematic to Capcom's expectations, I stepped in to produce the entire Intro Cinematic for Lost Planet 3.
  - Developed pipeline where custom render passes were rendered from Unreal and Maya.
  - Completed compositing, animation, VFX, and final color correction in After Effects.

[ 2007 - 2011 ]                    *i3D, LLC. [i3DGames]*

**Lead Technical Artist**

- Co-founded i3D, LLC
- Game development responsibilities:
  - Lead creation of mobile and casual games (iOS, Android).
  - 3D art responsibilities:
    - modeling, texturing, sculpting, lighting
  - Character art responsibilities:
    - modeling, rigging, animation
  - Technical art responsibilities:
    - Developed art pipeline with Unity and Maya.
    - Used Unityscript to program gameplay.
- Managed team of 5 developers and artists
- Set milestones and development roadmaps.
- Created game design documents and technical documentation.
- Mentored and trained junior artists.

[ 2007 - 2011 ]                    *i3D, LLC. [i3DTutorials]*

**Training Coordinator**

- Founded i3DTutorials. a professional training resource for game development and computer graphics art.
- Formed strategic business partnerships with Avid and Autodesk.
- Training product responsibilities:
  - Lead research and development into new training products.
  - Created curriculums and courses for all training products.
  - Production of assets and supplemental training materials.

[ 2010 - 2011 ]                    *Miami Dade College*

**Instructor**

- Responsible for creating class curriculums and syllabus.
- Responsible for teaching courses in Maya, Photoshop, and Premiere Pro.
- Mentored and worked with students to improve their skills and confidence working with course software.

- Consulted media and entertainment department on courses, teaching plans, and educational programs relevant to the computer graphics industry.

[ 2009 - 2010 ] *Simpson Strong Tie*

**3D Generalist (Contractor)**

- Contracted to complete 3D assets based on company's product lineup.
- Responsible for setting milestones and managing project roadmap.
- Managed team of outsourcing artists and enacted quality control procedures to ensure and exceed client expectations.
- 3D Generalist responsibilities:
  - modeling, texturing, character rigging, animation, lighting, and rendering.

[ 2009 - 2010 ] *Pratt & Whitney Rocketdyne*

**3D Generalist (Contractor)**

- Contracted to complete entire 3D visualizations and animations of jet engine systems for defense contractor Pratt & Whitney Rocketdyne.
- Lead artist responsibilities:
  - Supervising and managing production schedules, setting milestones, and project planning.
  - Modeling, texturing, shaders/materials, rigging, animation, lighting, rendering, compositing, and post production.
- In most cases, met and exceeded client expectations by delivering desired quality results ahead of deadlines.

[ 2009 - 2010 ] *Sapient [Client: Coca Cola]*

**3D Generalist (Contractor)**

- Contracted to work on "Happiness Factory" advertising campaign.
- 3D Generalist responsibilities:
  - Modeling, retopologizing, texturing, lighting, rendering, and animation.
  - Charged with setting up photo-realistic light rigs and physically based shaders with BDRF functions.
  - Responsible for creating custom materials that behaved as realworld fluid surfaces by absorbing light energy, using correct refraction indices, and scattering photons through physically transparent mediums.

[ 2009 ] *ExecuTrain*

**Instructor (Contractor)**

- Contracted to teach media and design classes to corporate clients.
- Responsible for planning and setting up course schedules and curriculums.

- Provided one on one training with working professionals seeking to improve and expand their skill sets with Photoshop and Adobe Premiere Pro.

[ 2008 ] *Image Blast*

**3D Animation Consultant**

- Contracted to consult and help establish efficient production pipeline for CG visualizations.
- Provided on site production training with Softimage|XSI.
- Established new lighting and rendering pipeline for photo-realistic rendering with mental ray rendering software.
- Brought in to help struggling studio with closing out and completing visualization project that was over budget and over schedule.

[ 2007 - 2008 ] *Independent Contractor [Client: Navteq]*

**3D Generalist (Contractor)**

- Contracted to lead creation of low poly photo-realistic models representing real world landmarks and buildings from all over the world, to be used in Navteq GPS products.
- Responsibilities:
  - Manage dozens of outsource artists across the US and Eastern Europe.
  - Ensured that outsource art met company quality and specs.
  - Modeling, texturing, optimization.
  - Mentoring and training of junior artists.
- Assisted studio manager in reviewing candidate portfolios and advising on new hires.
- Produced promotional animations and 3D visualizations for marketing at the Consumer Electronics Show (CES 2008).

[ 2005 - 2007 ] *Miami Dade College School of Ent. Technology*

**Teaching Assistant**

- Assistant to Maya instructor, helping with various tasks.
- Assisted and tutored Maya students in various techniques for modeling, lighting, rendering, and texturing.
- Responsible for maintaining lab and trouble shooting workstations.

[ 2004 - 2005 ] *Zoetic Games*

**3D Generalist**

- Contracted by startup studio in the UK to work on 1st person shooter action game for PC.
- 3D Generalist responsibilities:

- Rigging and animation of FPS assets, such as weapons and player arms.
- Scripting new weapons using LUA for CryEngine.
- Modeling and texturing of weapons for use in 1st person and 3rd person view modes.

**Education**

Miami Dade College

Miami, FL, USA

**Associate in Arts**

**SOFTIMAGE|XSI**

Certified Instructor

**Autodesk**

Autodesk Authorized Publisher

**References**

Available upon request