

Rick Gilliland *Technical Artist*

930 Post Street #41 • San Francisco, CA 94109 • 925.413.5916 • rick@far-out-dude.com

Qualifications

- Traditional Art skills with a background in Graphic Design
- Deep passion for technical problem solving
- General enthusiasm for games and the game industry
- Experience working with both standard and proprietary tool packages
 - *Maya, Softimage|XSI, 3DStudio Max, Performance Investigator for Xbox, PhotoShop, Flash*
- Well versed in programming with artistic goals
 - *C++, C#, Cg, HLSL, MEL, Python, MaxScript, HTML/CSS/Javascript/PHP, ActionScript*

Experience

- **2008 (July)– Present:** Crystal Dynamics Technical Artist
 - Prototyped artistic techniques for artistic fidelity and rendering speed
 - Created shaders that allowed the exploration of new artistic styles
 - Worked with programmers and artists to track down and correct performance issues
 - Developed and maintained parts of a studio-wide toolkit in MEL, Python, and C++
 - Assisted Designers, Artists, and Programmers in debugging and implementing game objects
- **2008 (January)– 2008 (July):** Pandemic Studios Technical Artist
 - Developed and deployed Softimage|XSI plugins in C++
 - Rewrote large sections of the Animation Pipeline to support better asset management
 - Worked with sr. graphics programmer and art director to devise general art pipeline
- **2003 (June) – 2007 (December):** Crystal Dynamics Art Intern
 - Created tools for artists and designers to optimize workflow and clean assets
 - Provided artistic and technical feedback to an outsourcing group in Shanghai
 - Helped to automate the pipeline for integrating outsourced assets
 - Created shaders, tools, and template files to assist outsource houses in creation of assets for in-game use
 - Created and implemented production art assets for Tomb Raider: Anniversary
 - Reimplemented objects, game, and physics scenarios for efficiency

Shipped Games

- (2008) Tomb Raider: Underworld – Technical Artist
- (2007) Tomb Raider: Anniversary – Art Intern
- (2006) Tomb Raider: Legend – Audio Visual Intern
- (2005) Project: Snowblind – Additional Development Support

Education

- **B.A. – Art:** UCLA Design | Media Arts – 2008
 - Studied a curriculum including traditional Graphic Design as well as Interactivity
 - Organized and taught supplementary classes in Maya and general 3D topics
 - Winner: UCLA Programming Contest: Bot Wars (Game AI)

Portfolio

- <http://far-out-dude.com/rick>

Rick Gilliland
All Purpose Ninja

