

# Rick Gilliland *Technical Artist*

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## 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
  - Created shaders and prototyped techniques for artistic fidelity and rendering speed
    - *Water, foliage, hair, eyes, skin, semi-procedural terrain, fake global illumination, dynamic wet & fire*
  - Worked with programmers and artists to track down and correct performance issues
  - Developed and maintained large parts of a studio-wide Maya toolkit in Python, and C++
    - *Edit in Place, a system for artists editing modular pieces in context of their whole level*
    - *Anim Export, a plug-in for retargeting animations across characters by semantics*
    - *General maintenance, speeding up exporters, and creating targeted art tools*
  - Edited run-time and core tools code to fix bugs and implement features such as scripted hooks to the renderer, Perlin noise, and improved perforce/dependency tracking
  - Assisted Designers, Artists, and Programmers in debugging and implementing game objects
- **2008 (January)– 2008 (July):** Pandemic Studios Technical Artist
  - Developed and deployed Softimage|XSI plug-ins in C++
    - *Editing multiple Game Objects at once, tagging Game Properties*
    - *Rig building, animation asset management, and multi-character animations*
  - 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 in Max and Maya
  - Provided artistic feedback, and technical support to an outsourcing group in Shanghai
  - Created, implemented and optimized production art assets for Tomb Raider: Anniversary
  - Documented toolchains such as in-game Cinematic tools and Sound integration workflows.

## 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
  - Winner: UCLA Programming Contest: Game AI

## Portfolio

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

Rick Gilliland  
All Purpose Ninja

