

David King

10375 Last Stand Cr.
Frisco, TX 75035

3D Artist

469.274.1986

kingsize95@gmail.com
<http://www.kingsizecreations.com>

Software Knowledge

- 3D Studio Max 2010
- Maya 2009
- Luxology Modo 401
- Adobe Photoshop CS3
- ZBrush 3.5
- Autodesk Mudbox
- Crazybump
- SH Tools

Engine and Development

- iD Tech 4
- Unreal Engine 3
- Unreal Ed 2.0
- Milo Engine
- Source Engine
- Radiant Editor
- Half Life 2 "Hammer" Editor
- 2D Side Scrolling Game Dev Kit
- PerForce SCM
- Tortoise SVN
- SourceSafe
- Hansoft

Skills

- High and low polygon model creation and sculpting
- Hand painted and photo source texture creation
- Normal, Specular, Bump, Ambient Occlusion, Self-Illumination, Opacity Masking, and Relief Map creation
- Custom rig creation and skin weighting
- 2D and 3D custom biped and bone animation
- iD Tech 4 shader and particle creation
- Unreal Engine 3 material creation and manipulation
- 2D icon creation
- Graphic design for display, advertisement, and packaging
- Traditional art skill using various media

Experience

Aliens: Colonial Marines – Unreal Engine 3

February 2011 – Present

Timegate Studios

Environment Artist

- Created high and low polygon environment assets
- Decorated and lighted realtime levels using Unreal Engine 3
- Imported and tested assets in Unreal Level Editor 3.0
- Integration, iteration, and file sharing using PerForce SCM

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Call of Duty: Black Ops – Proprietary Engine

February 2010 – August 2010

Pi Studios

Environment Artist

- Conceptualized, modeled, UVW unwrapped, and textured numerous environment assets
- Engine shader creation including Diffuse, Specular, Normal, Reflective, and Ambient Occlusion mapping
- Learned art pipeline from Contractor and trained others
- Imported and tested assets using Proprietary Engine
- Integration, iteration, and file sharing using PerForce SCM

The Beatles: Rock Band – Milo Engine

January – July 2009

Pi Studios

Character Artist

- Optimized and skinned 33 character meshes and related textures
- Imported and tested assets in Milo Engine
- Integration, iteration, and file sharing using PerForce SCM

Wolfenstein – iD Tech 4

March – November 2008

Pi Studios

Environment Artist

- Created high and low polygon environment assets
- iD Tech 4 shader creation including Diffuse, Specular, Normal, Ambient Occlusion, Opacity Masking, and Self-Illumination mapping
- Imported and tested assets in iD Tech 4
- Integration, iteration, and file sharing using PerForce SCM

Education

**The Guildhall at Southern Methodist
University**

June 2006 – March 2008

Professional Certificate in Digital Game Design
Specialization in Art Creation

Collin County Community College

December 2004 – May 2006

Associate of Arts in Business Administration

Additional Projects and Professional References Available on Request