

J. Mark Duncan

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Summary

More than 20 years of experience producing and directing art with an emphasis on the technical aspects of art for game development.

Lead & Technical Experience

Art Direction

- Provide Guidance of overall product aesthetic and quality assurance of art created
- Coordinate with concept artists to actualize product's visual style
- Mentor and train team in artistic techniques
- Competitive product research to ensure up to date levels of quality

Technical

- Coordinate with Artists and Programmers to implement best performance optimization practices
- Coordinate with Artists and Technical Leads to develop efficient pipelines, workflows, and tools
- Implementation of ground level art systems such as: base shaders, material libraries, modular systems and naming conventions.
- Composition & management of departmental documentation
- General problem solving

Management

- Screening and construction of multiple art teams
- Plan and schedule of a team within a scrum system
- Provide leadership on multiple simultaneous projects
- Develop communication plan for Outsourcing
- Screen possible outsourcers
 - Provide artistic and technical feedback
- General problem solving

Communication

- Facilitate cross departmental communication with design team and developers
- Interface and coordinate with client (publisher, partners, or upper management)
- Interface and coordinate outsource vendors and co-developers
 - Internally and externally to a corporate structure
 - As both an outsource client and outsource agent

Production Art Experience

3D Modeling (Game Resolution LOD's/ Cinema Quality)
Shader Definition and Creation (UE3)
3D Animation
UI/UX
Lighting Environments & Post Processing (UE3)

2D Texture Creation
3D Model Rigging
3D Studio Max Scripting
2D Digital Animation
Mentoring less experienced artists

Additional Experience

- Experience with Multiple Platforms and Engines
 - PC, Xbox 360, Xbox, PS3, PSX, SNES, Saturn
 - Unreal 3 and 4, Unity, and a few proprietary engines
- Experience with multiple content creation tools including: 3D Studio Max, Maya, Photoshop, and zBrush
- Self-taught assembly language on Commodore 64 and Amiga in high school
 - Developed my own sprite based game *Galaga* style game
 - Learned a foundation for my career in video game industry

Work History

Cryptic Studios – Seattle, WA Unannounced Project	<u>4/14 – Present</u> Technical Art Lead
Unity – Bellevue, WA GDC Demo	<u>2/14 – 3/14</u> Contract Artist
U4ia Games – Bellevue, WA Offensive Combat	<u>4/11 – 1/14</u> Art Director
Sony Online Entertainment – Bellevue, WA The Agency DC Universe Online	<u>12/08 – 4/11</u> Environment Lead Environment Lead
Zombie Studios - Seattle, WA Tango Down – Prototype MARSOC – Sega Americas Army UE3 – US Army Apache – US Army Undisclosed Trainer – US Government Rogue Warrior – Bethesda Soft	<u>10/05 – 11/08</u> Art Lead Art Lead Art Lead Art Lead Art Lead Senior 3D Artist
Freelance/Contract – Seattle, WA The Matrix Online – Monolith Auto Assault – NC Soft The Movies – Lion Head Various Casual Games – Wild Tangent Battlestar Galactica – Mad Doc Studio	<u>01/03 – 08/05</u> Contract Artist Contract Artist Contract Artist Contract Artist Contract Artist
FASA Studios/Microsoft – Redmond, WA MechWarrior 5 MechWarrior 4: Mercenaries MechWarrior 4: Black Knight MechAssault MechWarrior 4: Vengeance	<u>10/98 – 12/03</u> Lead Modeler Senior 3D Artist 3D Artist 3D Artist 3D Artist

Work History (cont.)

Midway – Chicago, IL

5/98 – 10/98

Arctic Thunder

3D Artist

Studio e – Chicago, IL

10/93 – 5/98

VMX Racing – Playmates Interactive

3D Artist

Shadowhawk

Digital Artist

Mohawk and Headphone Jack

Digital Artist

Education

Purdue University

West Lafayette, IN

1988-1993

B.S. Computer Graphics Technology