

DAVID A RUIZ

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Objective:

To be a Level Artist/Designer contributing to the growing success of a development team, while building my personal growth to further improve my skill set.

Skills:

- Highly proficient in building low poly models for game assets and modeling high poly detailed objects for in-game normal maps.
- Professional experience texturing from photo-real and scratch to generate diffuse, normal, specular, ambient occlusion, as well as emissive maps.
- Knowledge of the Unreal Engine (inc. Kismet and Shaders)
- Understanding of Game Design elements (inc. Level Flow, Level Art, Functionality)
- Well organized and able to work efficiently under a tight schedule and deadlines.
- Great communication skills with great knowledge applied to the production pipeline.

Technical Proficiency:

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|------------------|---|---------------------|
| Autodesk 3Ds Max | Unreal Editor 3 (inc. Kismet & Shaders) | Adobe After Effects |
| Autodesk Maya | | Adobe Premiere |
| Pixelogic ZBrush | Adobe Photoshop CS3 | Adobe Flash |

Professional Experience:

Luxoflux Oct 08- Dec 08

Internship: General Artist for an upcoming Xbox360 Title.

- Optimization of assets and levels using proprietary software and tools.
- Managed small team of interns responsible for optimization of in-game assets.

Game Wizards Production team

LEGION January 08- March 08

Lead Level Designer /Level Art for a student based next-gen Fantasy themed singleplayer game.

- Collaborated with co-designer to create the game play and flow to meet the needs of the project.
- Arranged assets and lit the environments to adhere to the concepts for intended environment.

DETOX August 07- December 07

Art Direction Lead/ Lead Level Designer for a student based next-gen Sci-Fi themed multiplayer game.

- Managed a team of 10 artists and collaborated with a producer, an art director and a technical director.
- Used the Unreal 3 engine to create next-gen materials and shaders.

THUNDERFLASH April 06- August 07

Environmental Artist for a student based WWII themed multiplayer game created for Day of Defeat:Source.

- Created professional quality environmental props and textures.
- Organized the workflow of in-game assets and textures.

Isopod Labs March 07- June 07

Internship: Modeling and Texture artist for an upcoming Xbox360 Title.

- Efficiently modeled stylized vehicles for use in a vehicular combat arena.
- Created detailed diffuse, normal and specular maps from scratch based off concepts.

Honors and Accomplishments:

- Best of Quarter for Game Design; Art Institute of California LA @ Santa Monica
- Sustained 3.9+ grade point average; Art Institute of California LA @ Santa Monica

Education

- Art Institute of California Los Angeles: Bachelors of Science in Game Art & Design. Jan 06 – Dec 08
- College of the Canyons: Santa Clarita, California October 2002- June 2005