

Kevin Deadrick – Staff Technical Artist (Environment)

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Online Portfolio: www.kevindeadrick.com

Professional Profile

Production Artist and Designer with 19+ years of experience, contributed to AAA+ games in a variety of development roles including design, environment art, special effects, and technical art. I have shipped 11 titles, including 3 as a department lead or manager, with 12+ years of Senior or Management Level experience.

My goal is to create compelling and vivid 3D environments and props with a rich sense of history, storytelling, and character while delivering new and unique user experiences to consumers, and working with some of the best talent in the industry.

Skills

High polygon 3D modeling and sculpting (Hard Surface and Organic \ Environmental)
Next Gen material and shader creation
Game asset pipeline design and optimization
Modular asset design and construction

Experience

Staff Technical Artist

Monolith Productions (WB Games)

February 2009 – Present

- DX9 - DX11 HLSL surface shader creation
- Establish and maintain art production pipelines and tools
- Single Player (Open World) mission design direction
- Scripting support for Single Player story missions
- Destruction system and pipeline design and tools support
- Dynamic simulation setup and baking
- Terrain design and pipeline support
- Tools design and development (Maxscript, Mel, C#, Javascript)
- Establish and maintain construction standards and performance metrics (PC and Console)

Lead Environment Artist

Monolith Productions (WB Games)

October 2004 – February 2009

- Department project planning, risk assessment and mitigation, schedule organization, resource balancing and documentation
- Collaborate with department leads to establish schedule and drive environment art production
- Artist hire, mentor and development, training and performance reviews
- Establish and maintain environment art production pipeline and tools
- Day to Day leadership of environment art team, tasking and tracking, work flow direction, asset review and approvals
- Developed and managed relationships and review process with multiple outsourcing vendors

Senior Environment Artist

Monolith Productions (WB Games)

November 2003 – October 2004

- Create high detail objects and LODs based on concepts or reference

- Model high polygon source meshes and sculpts (hard surface and organic)
- (Hard Surface) Object and vehicle rigging and animation
- Environment lighting
- Next Gen material and shader creation
- Modular asset design and construction
- Evaluate, optimize, and maintain performance on multiple platforms
- Environment FX and motion graphics

Lead Level Designer

Monolith Productions (WB Games)

April 2002 – November 2003

- Department planning, risk assessment and mitigation, schedule organization, resource balancing and design documentation
- Designer hire, mentor and development, training and performance reviews
- Establish and maintain design production process, pipeline, and tools
- Day to Day leadership of design department, tasking and tracking, work flow direction, content review and approvals
- Level narrative design and documentation
- Collaborate with department leads to establish schedule and goals of level production

Level Designer

Monolith Productions (WB Games)

February 2003 – April 2004

- Design and document core level game mechanics and story
- Grey Box level construction, layout, and prototyping
- Visibility and BSP performance optimization
- Implement Core level event and game-play scripting
- AI combat setup and scripting
- Create concept, level design, and development plan documents and asset lists
- Collaborate with the environment art team to level(s) maintain a central vision of the world and support design intentions
- Design, develop, and construct multi-player environments (PC Shooter)

Lead Level Designer

The Collective, Inc

1996 – 1999 (3 years)

Level Designer

Big Grub Entertainment

1995 – 1996 (1 years)

Maximum Gauge (RIP)(PC) • Level Design

Education

Bachelor of Fine Art [Studio Arts]

University of Southern California

1991 – 1996

Achievements

- Awarded the Yvonne Kramer Scholarship 1993 - 1995
- **Group Exhibition**, Fisher Museum of Art – Undergraduate Exhibition 1993

Related Experience

ITT Technical Institute, Tukwila, WA
2004 – 2005

- Deliver curriculum in accordance with course outlines and program produced syllabi, subjects included Animation, Game Development Theory, 3D Modeling and Texturing, and Level Design
 - Assure completion of all student objectives prior to course completion
 - Apply a variety of teaching and mentor styles to meet the varying learning needs of students
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Software

Core Software

Modeling: Autodesk Maya (Experienced), Autodesk 3DSMax (Experienced)
Sculpting: Pixologic ZBrush (Intermediate), Autodesk Mudbox (Basic)
2D: Adobe Photoshop CC (Experienced)

Other Software

Mari (Intermediate)
SpeedTree (Intermediate)
Adobe After Effects CC (experienced)
Adobe Premier Pro CC (intermediate)
Adobe Lightbox 5 (intermediate)
Adobe Illustrator CC (basic)
Topogun (experienced)
nDo2 and dDo (experienced)
Crazybump (experienced)
Marmoset Toolbag (experienced)
Meshlab (basic)
Substance Designer (basic)
Substance Painter (basic)
World Machine (experienced)
PDI – Pull Down It (experienced)
Fracture FX (experienced)

Engine Software

UDK (experienced)
Unity (experienced)

Scripting Languages

C# (experienced)
Javascript - Unity (experienced)
HLSL (experienced)
Mel - (basic)
Maxscript - (experienced)
Python - (basic)
HTML and CSS - (basic)

References

References available on request