

Kevin Deadrick – Principal Technical Artist (Environment)

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Professional Profile

An experienced **Production Artist** and **Designer** with 25+ years of experience in the gaming industry, I've held pivotal roles in the development of AAA+ titles. My expertise crosses **Level Design**, **Environmental Art**, **Special FX**, and **Technical Art**. I have shipped 11 games, with 3 as a lead or manager, accumulating 15+ years in senior or management positions.

My goal is to craft immersive 3D environments and assets that tell a compelling story and deliver innovative gameplay experiences. I strive to be a force multiplier in collaboration with top-tier talent to push the boundaries of visual storytelling and gameplay mechanics in the video game industry.

Skills

Procedural Content Creation
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

Principal Technical Artist

Monolith Productions (WB Games)

February 2009 – Present

- Leading the technical artist team in a hands-on capacity to develop Houdini Digital Asset creation and procedural instancing tools, directly contributing to ongoing enhancements in workflow efficiency.
- Guiding the design and implementation of core procedural tools pipelines, elevating the art production process, and shortening iteration times and expanding content creation exponentially.
- Developing advanced art production tools using Python, Mel, Maxscript, Vex, and C#, resulting in a 10x increase in scope and amount of game content produced with existing art team(s).
- Leading the design and support of destruction system tools and pipelines, and provided the setup and optimization of dynamic simulations, playing a key role in elevating the dynamic gameplay experience and visual FX quality.
- Enhancing terrain design and pipeline processes, focusing on high-quality content and efficient tool creation for large-scale landscapes, significantly boosting production speed and quality.
- Developing and scripting single-player, open-world missions, including setting up AI and gameplay event systems, for both procedural and story-driven missions, contributing to engaging and dynamic gameplay experiences.

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

- Developed High-Quality Assets: Produced highly detailed objects and their Level of Detail (LOD) variations, utilizing concepts or real-world references.
- Created Complex Models: Modeled and sculpted high polygon meshes for both hard surface and organic elements, ensuring visual fidelity and detail.
- Rigged and Animated Models: Rigged hard surface objects and vehicles for dynamic use within game worlds.
- Implemented Environmental Lighting: Set up lighting schemes that complemented the game's mood and atmosphere.
- Authored Advanced Materials: Engineered next-generation materials and shaders to achieve desired visual effects while optimizing for game performance.
- Designed Modular Environments: Constructed modular assets that facilitated scalable environment creation.
- Performance Optimization: Continuously assessed, fine-tuned, and maintained game performance across various platforms.
- Special Effects Creation: Integrated environment-specific effects and motion graphics to enhance the immersive experience.

Lead Level Designer

Monolith Productions (WB Games)

April 2002 – November 2003

- Managed Design Department: Oversaw project planning, risk management, resource allocation, and maintained comprehensive design documentation to ensure project milestones were met on time and within budget.
- Developed Level Design Team: Recruited, mentored, and trained designers. Conducted performance evaluations and fostered a culture of continuous improvement.
- Optimized production processes: Established and Optimized design production pipelines and workflow tools for enhanced efficiency and quality of design output.
- Directed Daily Operations: Provided leadership in daily management, task assignment, workflow optimization, and content review to align with creative vision and production goals.
- Crafted Level Narratives: Produced detailed design documents, integrating storylines into gameplay.
- Collaborated with Department Leads to synchronize production schedules and set clear objectives for level design, ensuring a cohesive development process.

Level Designer

Monolith Productions (WB Games)

February 2003 – April 2004

- Conceptualized and Documented level designs: Focused on game mechanics, narrative integration, and overall level architecture, ensuring alignment with game vision.
- Constructed Grey Box: Defined level flow, player experience and layout efficiency using 3D Studio Max, Maya, and Internal World Builder(s)
- Optimized Level Performance: refined Visibility and Binary Space Partitioning (BSP).
- Wrote and Implemented Level Scripting for core gameplay events.
- Designed AI Behavior for combat scenarios: Scripted interactions that would challenge and engage players.
- Authored Comprehensive Documentation: Including concept outlines, design briefs, development plans, and detailed asset lists for production.
- Collaborated with Environment Artists: Maintained artistic integrity and design coherence across levels, ensuring environments met both aesthetic and functional design goals.
- Developed Multiplayer Maps for PC Shooters: Balanced competitive play with level design principles to foster engaging gameplay dynamics.

Lead Level Designer

The Collective, Inc

1996 – 1999 (3 years)

Level Designer

Big Grub Entertainment

1995 – 1996 (1 year)

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

Course Instructor

ITT Technical Institute, Tukwila, WA

2004 – 2005 (1 year)

- Developed and delivered comprehensive courses in **Animation, Game Development Theory, 3D Modeling & Texturing**, and **Level Design** to align with program objectives and enhance student skills in game design software and game engine technologies.
- Managed student progress by ensuring all course objectives were met, utilizing student assessment tools and feedback mechanisms to track and improve learning outcomes.
- Adapted teaching methods to accommodate diverse learning styles, incorporating interactive multimedia, hands-on projects, and peer collaboration to foster an engaging educational experience in a technology-focused curriculum.

Software

Core Software

Houdini FX
Modeling: Autodesk Maya, Autodesk 3DSMax
Sculpting: Pixologic ZBrush, Autodesk Mudbox
2D: Adobe Photoshop CC

Other Software

SpeedTree
Adobe After Effects CC
Adobe Premier Pro CC
Adobe Lightbox 5
Adobe Illustrator CC
Topogun
Marmoset Toolbag
Substance Designer
Substance Painter
World Machine

Engine Software

UDK
Unity

Scripting Languages

Python

Vex
C#
Javascript - Unity
HLSL
Mel
Maxscript
HTML and CSS

References

References available on request