

Passionate, experienced artist with 8 years in games and animation. Self-motivated and proficient in a variety of disciplines, with excellent troubleshooting ability. Interested in self improvement, R&D, and creative collaboration.

Experience

gumi America, Austin, TX

Dec 14-Present

Senior Character Artist

- Model and texture stylized low-poly characters for high quality mobile games.
- Create blendshapes for use in expressive/exaggerated facial animation.
- Sculpt high poly assets for use in texture baking.
- Shader/Material lookdev for characters, environments, and FX using ShaderForge in Unity.
- Create style/technical guides for internal and external use.
- Concept characters and manage concept outsourcing contacts.
- Assist with character skinning, rigging, FX R&D, environment art, and create gameplay animatics.
- Tools used: Maya, 3dCoat, ZBrush, Photoshop, Unity, Jira, Perforce

KingsIsle Entertainment, Inc, Austin, TX

Apr 12-Dec 14

Character Artist

- Modeled low-poly characters, creatures, and equipment.
- Created stylized, hand-painted textures.
- Sculpted high poly assets for use in texture baking.
- Concepted characters and equipment.
- Skinned characters to existing rigs.
- Assisted with environment art and UI as needed.
- Organized tips/techniques meetings and helped push the character pipeline forward.
- Tools used: 3dsMax, 3dCoat, Photoshop, Gamebryo, Unity, AlienBrain, Testtrack, Jira

International Academy of Design & Technology, Tampa, FL

Feb 10-Apr 12

Online Adjunct Instructor – Game Production

- Taught online classes for Modeling II, Modeling III (character modeling), Game Animation, Sound Design, User Interface, and Survey of the Game Industry.
- Participated in advisory board by providing feedback on current and future curriculum.
- Tools used: Maya, Photoshop, Illustrator

Budcat Creations/Activision, Iowa City, IA

Feb 09-Jan 11

Artist

- Modeled stylized characters and hand-painted textures.
- Rigged characters and created animation cycles.
- Created 2d animations, and designed, implemented, and animated UI.
- Lit and textured environments for the Wii and 360 using proprietary toolset.
- Managed 15 artists as Lead Artist on Top Shot Arcade, from concept to implementation.
- Collaborated with Tools and Tech department to develop high end, multi-platform engine.
- Organized development/skill building days for art department.
- Tools used: 3dsMax, Photoshop, Unity, Flash, Perforce, 360 XDK, NDEV, NitroDS

Creative Industries & Technology, Tempe, AZ

Sep 05-Jun 08

Lead Artist

- Modeled, textured, rigged, and animated characters and vehicles.
- Created storyboards and concept art, and edited video and sound.
- Managed an internal team, contractors, schedule, budget, and applications/interviews.
- Tools used: Maya, Photoshop, After Effects, Muster, Audition, Project

3D Animator

Intern

Titles/Projects

<i>The Ables: Freepoint High</i>	Contract Artist	Qivi Games	PC	Feb 16
<i>Rise & Destroy</i>	Character Artist	KingsIsle	iOS & Android	Oct 15
<i>Pirate101</i>	Character Artist	KingsIsle	PC	Apr 12-Dec 14
<i>Wizard101</i>	Character Artist	KingsIsle	PC/Mac	Mar/Apr 13
<i>Top Shot Arcade</i>	Lead Artist	Activision/Budcat	Wii	Feb 11
<i>PixMaze</i>	Artist	Activision/Budcat	DSi & iOS	Feb 10
<i>Our House: Party!</i>	Artist	Majesco/Budcat	Wii	Sep 09

Skills/Tools

Maya • 3dsMax • 3dCoat • ZBrush • Mudbox • Unity • Unreal • CryENGINE • Photoshop • Illustrator • Flash • After Effects • Premiere • Pro Tools • Office • 2d Animation • Audio Recording/Editing • Digital Painting • Storyboarding

Education

The Rydan Workshop	Feb 11-Apr 11
<ul style="list-style-type: none">Digital Concept Art Workshop	
The Art Institute of Phoenix, Phoenix, AZ	Mar 06
<ul style="list-style-type: none">Bachelor of Arts in Media Arts and AnimationAward for Best Portfolio – Media Arts & Animation	

References

Eric Doggett
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