

TERRY SMITH
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SUMMARY

Lead Artist with over 15 years experience in the video game industry for a major publisher. Managed art teams up to 25 artists on titles including Card King Dragon Wars, Card Wars Adventure Time, DJ Hero 2, and The Sopranos. Strengths include character animation, environmental modeling, cross departmental communication, and project scheduling. Portfolio can be viewed at www.Tsmith.net.

GAME TITLES

Shipped Products

- Card Wars Kingdom (Mobile) *Art Director*
- WWE Champions (Mobile) *Art Outsource Art Manager/ Director*
- Card King Dragon Wars (Mobile) *Art Director/Art Manager*
- Card Wars-Adventure Time (Mobile) *Art Manager/Art Director*
- Pirate Bash (Mobile) *Art Manager/Art Director*
- Spartacus Legends (PSN, Xbox Live) *Lead Artist*
- Bellator, MMA Onslaught (PSN, Xbox Live) *Art Manager*
- Cat-Nabbin' Zombies (Iphone, Ipad) *Art Direction, Co-Creator*
- Dj Hero 2 (Ps3, Xbox 360, Wii) *Lead Artist*
- Six Flags Fun Park (Wii) *Senior Artist*
- Shrek the Third (Xbox 360) *Lead Artist*
- The Sopranos: Road to Respect (Ps2) *Lead Artist*
- Fantastic Four (Ps2, Xbox, Gamecube) *Lead Animator*
- Blues Brothers (Nintendo 64) *Lead Animator*
- Jet Fighter FullBurn (PC) *Environment Artist*
- Iron & Blood (Playstation 1) *Animator*

Additional Titles

- FireFall (PC) *Animator*
- Scratch: The Ultimate DJ (PS3, Xbox 360) *Lead Artist*

PROFESSIONAL EXPERIENCE

Kung Fu Factory – West Los Angeles, CA
Art Manager

8/2011 - Present

- Led the art teams through the full production cycle of projects in development.
- Collaborated with the creative director to help define the look of the games in production.
- Scheduled the artists in production and tracked tasks until game completion.
- Worked closely with the engineering staff to bring new technology (shaders, lighting and animation) online in the art pipeline.
- Building assets when needed during the production of the game.
- Communicated information between the different departments.

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Galaxy Pest Control – Malibu, CA

4/2011 - 8/2011

Contract Animator

- Animated and rigged 3d models.
- Built and textured 3d models.

Liquid Development – Portland, OR

4/2011 - 8/2011

Contract Animator

- Animated 3d models.

Activison/ Seven Studios, – Santa Monica, CA

4/2003 – 4/2011

Lead Artist

- Led art teams of up to 25 artists through the full production cycle, pre-production through delivery.
- Collaborated with the art director in the concept phase to define the look of original IP games.
- Scheduled the artists in production and tracked tasks until game completion.
- Worked closely with the engineering staff to bring new technology (shaders, lighting and animation) online in the art pipeline.
- Co-Directed, storyboarded, and schedule, the proof of concept move for Scratch to be used in pitch meetings.
- Communicated information between the different departments.
- Worked with outsourcing groups in Taiwan and Utah.
- Directed motion capture shoots.

Lead Animator

- Animated the majority of the hero characters in Fantastic Four.
- Managed and directed the animators on the visual look of the animation.
- Instructed the new animators in using the proprietary animation tool.
- Teamed with the design department to develop the combat system on Fantastic Four. This system was used in later titles at the studio.

Lucky Chicken Games, – Santa Monica, CA

2001 – 2003

Senior Animator

- Animated the majority of the main characters in Aquaman.
- Headed and documented the animation system/export process using the Renderware engine.
- Created animations for game prototypes to be used by the company.

Player 1 Inc., – Santa Monica, CA

1998 – 2001

Lead Animator

- Created a look and feel for the animations in Blues Brothers 2000.
- Co-Developed the music rhythm dancing game in Blues Brothers.
- Directed the junior animators on the team.

Senior Artist

- Conceptualized and built characters and environmental objects on multiple projects.
- Co-Created the original game idea of Ricochet Rick. This was then put into production.
- Supervised art tasks on Ricochet Rick. Critiqued assets and flowed up on the delivery.

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Take Two Interactive Software, - Latrobe, PA

1995 –1998

3d Artist

- Built photo realistic 3D environments to be composited with film footage for the story mode of Jet Fighter FullBurn.
- Created 3D low polygon objects used in Jet Fighter FullBurn.
- Worked on the Jetfighter film shoot and assisted with the blue screen compositing decisions and direction.

Animator

- Animated four of the main characters and retouched other character animation in Iron & Blood.

EDUCATION

Art Institute of Pittsburgh - Pittsburgh, PA
Associate Degree in Specialized Technology
Majored in Visual Communications
Honors List five out of eight quarters

Berklee College of Music - Boston, MA
Bachelor of Music in Professional Music

COMPUTER SKILLS

3D Studio Max, Maya, Adobe Photoshop, Zbrush, UV Layout,
Unity, Microsoft Word, Microsoft Excel, Microsoft Project

PORTFOLIO AVAILABLE AT WWW.TSMITH.NET