

TERRY SMITH

www.Tsmith.net

Terry@Tsmith.net

SUMMARY

Lead Artist with 15 years experience in the video game industry for a major publisher. Managed art teams up to 25 artists on titles including DJ Hero 2, Scratch The Ultimate DJ, Shrek the Third, 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

- Dj Hero 2 (Ps3, Xbox 360, Wii)
Lead Artist
- Six Flags Fun Park (Wii)
Senior Artist
- Shrek the Third (Xbox 360)
Lead Artist
- Fantastic Four 2 Rise of the Silver Surfer (Wii, Ps2) *Senior Animator*
- The Sopranos: Road to Respect (Ps2) *Lead Artist*
- Fantastic Four (Ps2, Xbox, Gamecube) *Lead Animator*
- Aquaman (Xbox, Game Cube)
Senior Animator
- Blues Brothers (Nintendo 64) *Lead Animator*
- Jet Fighter FullBurn (PC)
Environment Artist
- Iron & Blood (Playstation 1)
Animator

Additional Titles

- Scratch: The Ultimate DJ (PS3, Xbox 360)
Lead Artist
- 9 (Xbox360, PS3) *Lead Artist*
- Ricochet Rick (Xbox) *Senior Artist*
- Rat Fink Racing (PS1) *Animator*

PROFESSIONAL EXPERIENCE

Activision/ Seven Studios, – Santa Monica, CA

4/2003 - Present

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 movie 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.

TERRY SMITH

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.

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