

Qualifications:

- Veteran 3D Artist / Technical Artist with 15+ years' experience in video game and real-time simulation industries
- 10+ shipped AAA titles as well as multiple real world simulations (Government / Military)
- Diverse skill set including: Design, 3D content creation, scripting/programming, pipeline and tools development
- Prior career as a professional architect with formal education in Art / Design
- Excellent communication skills and ability to work collaboratively with Art, Engineering, and other teams
- Experience leading internal/external teams and training of end users/clients
- Skilled teacher and mentor; taught at university level, trained team artists, off-site teams and clients
- Able to foresee technical and scheduling issues and develop creative solutions/alternatives prior to implementation

Computer Graphics skills:

3D Art

- Extensive experience as a lead 3D artist on multiple team, projects, and platforms (PC, console, mobile)
- Skilled 3D modeler able to create realistic and stylized assets in high or low polygon form
- Strong understanding of real-time engine requirements, content implementation, and performance optimization
- Proficient in major content creation software (Maya, 3DS Max, ZBrush, Substance Designer, Unreal, etc.)
- Strong architectural understanding of form, layout, spatial design, and lighting

2D Art

- Ability to create realistic and stylized textures by hand, from photo reference, and with procedural tools
- Advanced shader/material creation techniques including PBR materials, node based tools, and hand written shaders
- Optimization of textures/shaders for versatility, performance, and efficiency in real-time engines
- Excellent understanding of visual perception, color, light, and form

Technical Art

- Strong Understanding of CG related techniques, performance analysis, and content integration
- Experience with advanced topics including Physically Based Rendering and dynamic procedural materials
- Creation of advanced tools using Python, C++, and native API's (both stand-alone and within Maya/Photoshop)
- Design of complex shader systems and embedded data formats for multiple graphics engines (commercial & proprietary)
- Design and development of content creation pipelines for improved workflow, optimization and visual quality
- Technical documentation, creation of "best-practices", and management of quality standards

Architecture

Several years' experience as a Project Architect. Work ranged from large scale firms / civic projects to smaller firms and residential design. Design background includes: corporate, private, civic, military, retail and residential design.

Projects of note include *Everett Washington Naval Base* and the *Seattle Supersonics' Key Arena*

Fine Art

MFA in photography with minor in painting. Taught both traditional and computer art courses at university level. Experienced artist in several mediums including: painting, drawing, photography, metalsmithing, graphic design, illustration, and web design.

Education:

- **University of California at Berkeley**, *Bachelor of Arts in Architecture*
- **New Mexico State University**, *Master of Fine Arts*
- **Otis/Parsons School of Design**, *Foundations Program*

Software Proficiency:

Maya, 3DS Max, Zbrush, Mudbox, Unreal Engine 4, Unity 3D, Substance Designer, Quixel Suite, Photoshop, AutoCAD, Inventor
Python, PyQt, Maya API, HLSL, C++, HTML5/CSS, Java, JavaScript, ExtendScript, Flex, ActionScript, versioning (Perforce, GIT, etc.) Agile based project management

Experience:

Cristian St.Aubyn

M2C Technical (Freelance Business)

5/2015 - Present

Technical design and visualization including:

- **Architectural Design**
- **Architectural Visualization**
- **Architectural Photography**
- **3D design / Construction Visualization**
- **Custom Fabrication**
- **Custom tools development**

Maxis/EA (Emeryville, CA) **Associate CG Supervisor**

9/2011 - 5/2015

Combined technical skills and 3D production experience to act as liaison between art and engineering. Worked closely with graphics engineers to develop complex shader systems and game pipeline. Developed and maintained various art tools and workflows to improve quality and consistency of game content. Documented and trained art team and outsource artist on proper implementation of tools and pipeline.

- **Undisclosed Titles** – (PC and Mobile): Associate CG Supervisor
- **Cities of Tomorrow** PC expansion pack (2013): Associate CG Supervisor
- **Sim City** PC (2013): Associate CG supervisor / Senior Environment Artist

Total Immersion Software, Inc. (Alameda, CA) **Principal Artist**

1/2009 - 9/2011

Designed/created immersive environments and character art for real world simulation and training software. Clients included DARPA, US Military, other government agencies, and "First Responders." Projects ranging from ground/air combat simulation to highly specific cultural, language, and tactical training.

Projects of note:

- **High Altitude Trainer:** Interactive medical training/testing simulation for military medics
- **Future Immersive Training Environment:** Avatar based language/culture training for US military
- **Miami Port:** Recreation of port harbor for terrorist attack simulation and response rehearsal
- **Olympic Village:** Accurate creation of 2010 Winter Olympics athlete housing for terrorist attack rehearsal
- **HAVE Ace:** Interior/exterior recreation of real world military MOUNT site for Special Forces training rehearsal
- **Assadabad Afghanistan:** Simulation of active F.O.B. / Afghan village for military scenario simulation

Electronic Arts (Redwood Shores, CA) **Lead Environment Artist**

9/2006 - 1/2009

- **MySims Agents (Wii) 2009:** Staffing, training, game prototyping, pipeline development
- **MySims Kingdoms (Wii) 2008:** Training, game prototyping, pipeline development, modeling
- **MySims (Wii / PC) 2007:** Level design, modeling, texturing, and new pipeline development

Freelance Computer Graphics and Design (while in graduate school)

6/2003 - 6/2006

- **Veotu** Animated Graphic interface for multimedia DVD's
- **415 Games** 2D graphics for emerging cell-phone game company

Page 44 Studio (San Francisco, CA) **Lead Character Artist**

6/2001 - 6/2003

- **Gretzky NHL 2005 (PS2)** Character Modeling and texturing
- **EA Big: Freekstyle (PS2)** Character Modeling and Level Design / Modeling
- **Miscellaneous project proposals:** 3D modeling and video presentations

Electronic Arts (Redwood Shores, CA) **3D Modeler / Cinematics**

4/1998 - 5/2001

- **Strike Franchise (PS2):** Storyboards and concept art
- **Knockout Kings 2001 (PS2):** 3D Character Artist
- **Knockout Kings 2001 (PSX):** 3D Environment Artist
- **Knockout Kings 2000 (PSX):** Cinematics
- **March Madness 1999 (PSX):** Venue design
- **NCAA Football 1999 (PSX):** UI design

Other Skills / Interest:

- 3D Visualization
- VR Environments
- VR Interaction / UI
- CAD-CAM Fabrication
- Metal / Wood working
- Furniture Design
- Micro-Controllers/Robotics
- Imbedded Systems
- Electronics Engineering
- Physical Computing
- Visual Computing
- Engineering Mechanics