ZACH JAQUAYS

zach.jaquays@gmail.com
469.363.7995
6736 E. Northwest Hwy., Dallas TX 75231

GAME ARTIST   WWW.PICTOGLYPHIC.COM

Professional Experience

Egowall LLC – Dallas, TX (2013-Present)
Artist
- Project management on a small team of artists and designers focused on mobile development
- Concepting, modeling, and implementing environmental assets and gameplay spaces for web and mobile applications
- Creation and implementation of 3D game assets including models, textures, particle effects, rigs, and simple animations
- GUI concepting and implementation
- Internal art pipeline documentation and technical review of all art assets

Controlled Chaos Media – Dallas, TX (2012-2013)
Senior Artist
- Creation and implementation of 3D game assets including models, textures, particle effects, and animations
- Concepted characters and environments for a variety of mobile games and applications
- Creation of gameplay spaces in Unity from greybox to final product

Redfly Studio – Austin, TX (2007-2011)
Environment Artist
- Assembly and ownership of immersive real-time game levels from greyboxing to polish
- Creation and implementation of high quality 3D assets, textures, and materials
- Rapid level prototyping for project demo pitches
- Generation of precomputed and real-time level lighting
- Hand creation of custom LOD models
- Creation of comprehensive conceptual art for in-game assets

Ensemble Studios – Dallas, TX (2005-2006)
Contract Artist
- Creation of conceptual art for use in generation of in-game assets
- Modeling, texturing, and rigging in-game assets including buildings and units
- Generation of custom LOD optimizations
- Hand creation of damage models for in-game buildings

Klear Games – Dallas, TX (2004-2005)
Contract Artist
- Creation of palletized sprite art for 2D platformer titles on mobile devices

Shipped Titles
- *Egowall Kids* (iOS) (2017)
- *Verticus* (iOS) (2012)
- *Thor: God of Thunder* (Wii & 3DS) (2011)
- *Star Wars: The Force Unleashed II* (Wii) (2010)
- *Ghostbusters: The Video Game* (Wii & PS2) (2009)
- *Mushroom Men: The Spore Wars* (Wii) (2008)
- *Age of Empires III: The Warchiefs* (PC) (2006)
- *Age of Empires III* (PC) (2005)
- *Batman Begins* (NOKIA S40) (2005)
- *Catwoman Mobile Game* (NOKIA S40) (2004)

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Skills

- Hardsurface and organic high-poly 3D modeling
- Low-poly 3D modeling
- Hand-painted and photo-sourced texturing
- Complex material and real-time shader creation
- Creation of real-time particle effects
- Precomputed and real-time lighting
- Environment creation
- Conceptual Design

Software

- *Autodesk 3D Studio Max*
- *Pixologic Zbrush*
- *Adobe Photoshop*
- *Adobe Illustrator*
- *Autodesk Mudbox*
- *Unreal Development Kit*
- *Unity Engine*
- *Infernal Engine*
- *xNormal, nDo, ddo, Crazy Bump, Meshlab*

Education

Certificate of Digital Game Development – Specialization in Art Creation
The Guildhall at SMU, Plano TX
2004-2005

References

Nick Reynolds
 Art Lead - Redfly Studio
Hunter Woodlee
CEO – Controlled Chaos

Contact information available upon request