Scott N. Army
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PROFESSIONAL EXPERIENCE:

Lead Character Artist (Oct 2017 - Present) Blind Squirrel Games - Santa Ana, CA:

- Responsible for managing the internal character art team and its associated projects.
- Create and review art tests for candidates in coordination with Art Directors and HR.
- Responsible for initial discovery and defining scope of projects with respect to character art.
- Set best practices for internal and external modeling and production work flows.
- Coordinate with the Tech Art Team to identify issues and take corrective actions, as appropriate.
- Coordinate with Art Outsource Managers to effectively communicate with art outsource vendors.
- Set schedules and review/approve work for the both the character art team and outsource vendors.
- Complete character and/or environment art tasks as time allows.

Senior Character Artist (Aug 2013 – Oct 2017) Blind Squirrel Games - Santa Ana, CA:

- Primary responsibilities included modeling, sculpting, texturing, and optimizing a wide range of assets.
- Led the effort to start up the internal character team (Currently sitting at 5 artists).
- Worked closely with Art Directors to define best practices with respect to character art.
- Coordinated with technical art team to identify issues and take corrective actions, as appropriate.
- Coordinated with Art Outsource Managers to effectively communicate with art outsource vendors.
- Set schedules and reviewed/approved work for the both the character art team and outsource vendors.

Contract Modeling/Texture Artist (Mar 2013 - Apr 2013) Luma Pictures - Santa Monica, CA:

- General duties included digital sculpting, modeling, texturing, and scene assembly.
- Worked as a member of the modeling team on multiple shows ranging from music videos to feature film.

Contract Character Artist (Nov 2012 - March 2013) Innovative Leisure – CA:

- Responsible for creating stylized character models for a mobile game studio. This included sculpting, modeling, and texturing of character assets.
- Worked closely with the Art Director to define the look of character art as a benchmark for other artists on the team.

Associate Cinematic Modeler (Sept 2008 to Mar 2012) Blizzard Entertainment – Irvine, CA:

- General duties included sculpting, modeling, uvw unwrapping, texturing, mesh retopology, set dressing, projection painting, and simulation for the environment art team.
- Responsible for shot setup and layout for pre-production/production environments • Baked bump/displacement/normal maps for production depending on project requirements.
- Created environment assets from start to finish across multiple pipelines (pre-rendered and in-game teams).

QA Analyst II (May 2003 to Sept 2008) Blizzard Entertainment – Irvine, CA:

- Responsible for oversight of the Player Character/User Interface Team on World of Warcraft.
- Responsible for generating and implementing test plans for the team.
- Created appropriate checklists and proper documentation for the team.
- Helped generate and implement departmental on-boarding for newly hired employees.
- Helped with balance testing for Raid encounters on multiple World of Warcraft expansions.

RELEVANT SKILLS:

- 3D Studio Max
- Maya
- Zbrush 4R7
- Mudbox
- Photoshop
- Substance Painter
- 3D-Coat
- Mari 2.0
- Topogun
- Marvelous Designer
- Renderman
- Vray
- MentalRay

ENGINE EXPERIENCE:

- Unreal Engine 4
- Unreal Engine 3
- Unreal Engine 2.5
- CryEngine 3
- Fusion
- Star2 Engine
- Lumberyard
- Phyre Engine

PROJECTS:

- God of War
- BioShock: The Collection
- Mafia III
- Evolve
- World of Warcraft: Mists of Pandaria
- StarCraft: Heart of the Swarm
- Diablo III
- StarCraft: Wings of Liberty
- World of Warcraft: Cataclysm
- World of Warcraft: Wrath of the Lich King

- World of Warcraft: The Burning Crusade
- World of Warcraft
- Warcraft III: The Frozen Throne

EDUCATION:
Bates College, Lewiston, ME 04240
Bachelor of Science
Major: Biology

References available upon request