

DAVID C. SLOAN

314 West 16th Ave • Vancouver, BC • V5Y 1Y9
PHONE (604) 876 2061 • EMAIL dsloan@artofsloan.com

JOB EXPERIENCE

HARBIN UNIVERSITY of SCIENCE and TECHNOLOGY (China)

Oct 2006 - Oct 2007

2D Design / Animation program

Teacher assistant

Responsibilities included:

- Assisting multiple instructors in both 2d design & classical animation courses.
- Acting as a liaison between students & Instructor.
- Applying personal knowledge by creating various tutorials & demos to assist students in the completion of their assignment.
- Providing help to students in classrooms as well as outside of class time.
- Troubleshoot any technical issues that were encountered with computer equipment or programs, then liaison between students and the IT department when required.
- Providing Day to day class preparation. Photo-copying of course materials, assisting with in class demos, attendance, marking & feedback of assignments to help further the animation/design program.

KOOLHAUS GAMES

April 2004 – May 2006

Undisclosed Next-Gen project using Unreal3

Artist (Texture, Model & Concept)

Responsibilities included:

- Applying UT2K4 knowledge into Unreal 3, developing a pipeline process & tutorials for working within UE3. This task required a close & productive Collaboration with the lead world builder over a 5 month period.
- Environmental Modeling & Texturing of various game props.
- Generating a variety of in game shaders for props and environments.
- Conceptualization of levels, Items, and various ideas.
- Graphic Arts, including logo, interface & HUD design in addition to promotional art.

Un-released Xbox/ps2 project using Unreal engine 2k4

Artist (Texture, Model & Concept)

Responsibilities included:

- Environmental Modeling & Texturing of various game props.
- Collaborating in the integration of assets, assisting in the completion of the build.
- Conceptualization of Environments, Props and Characters.
- Graphic Arts, including logo design, interface & HUD design, as well as Promotional art (i.e. PowerPoint Presentations, CD/DVD covers & Sleeves, booklets).

Forthcoming mobile game project (awaiting ports)

Artist (Pixel & Texture)

Responsibilities included:

- Creating 2D pixel art formatted for various mobile handsets.
- Generating several low-resolution tileable background textures.
- Contributed to art style providing valuable feedback and implemented ideas.
- **Participating with each facet of game development, including aiding design with focus testing.**

GORILLA MARKETING

Feb 2006 – April 2006

Freelance Graphic Artist

- Collaborated with a marketing firm providing artistic consulting & graphic design services.
- Worked closely with upper management's desires to provide many logo options with a variety of concepts.

TEAM TEMPEST: XCALON PROJECT

Nov 2003 – June 2004

Artist (Concept & Environmental)

Responsibilities included:

- Working proactively in a tight-knit team to produce an award winning top-down shooter mod (placing 4th worldwide in Nvidia's Make Something Unreal Competition).
- Establishing the art pipeline from start to finish.
- Conceptualizing all art for levels & environment objects.
- Modeling & texturing a variety of in game assets including ships, level geometry and objects.
- Collaborated with Designers to create and solidify the game design.

TECHNICAL SKILLS

- Excellent traditional art base with a specialization in 3D game art.
- Skills: 2D Art (from concept to completion), Life Drawing, Environmental Modeling & Texturing, Graphic Design.
- Software: Adobe Photoshop CS2, Corel Painter x, Autodesk Maya, Skymatter Mudbox , Unreal Engine 2k3/2k4, Unreal 3 Engine.
- Efficient use of textures with the ability to work within limitations to achieve desired style, hand painted or photo-sourced.
- Unreal 3 shader experience.
- Understanding of both current and Next Gen texturing techniques for games.
- Experience generating normal maps, diffuse, spec, bump and bump offset maps.

PERSONAL SKILLS

- Dedicated and Driven
- Easily adapts to any Artistic Direction
- Outgoing and Hard Working
- Efficient Team Player
- Respectful and Honest
- Eager to Learn and Develop further
- Strives to Exceed Expectations

EDUCATIONAL & PROFESSIONAL DEVELOPMENT

The Art Institute of Vancouver-Burnaby

October 2005

- Continued ongoing professional development studying in three Life Drawing Courses.

The Art Institute of Vancouver-Burnaby

June 2004

- Earned Game Art & Animation Diploma

REFERENCES

* references available upon request