

## **Greg Stubbs**

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### **Objective:**

To obtain an art position creating high-quality environmental assets, props, and textures for a creative, stable, and ambitious team in addition to utilizing any other artistic skill sets I have that may be of use to a studio.

### **Professional Experience:**

#### **Diesel Games - Tempe, AZ**

Game Artist - December 2008 - June 2009  
-*Deprived* - A first-person survival-horror tech-demo showcasing GenAudio's AstoundSound technology.

#### Duties:

- Modeled and unwrapped a variety of environmental assets and props.
- Created texture maps for environmental assets and props (diffuse, normal, specular, self-illumination, opacity).
- Assisted with the arrangement and placement of assets and props in the Unity engine.
- Applied collision to main architecture.
- Applied collision and physics to various assets and props.

#### **Red Storm Entertainment - Morrisville, NC**

Object Artist - July 2006 - August 2007  
-*Ghost Recon Advanced Warfighter 2 Multiplayer* (Xbox 360)  
-*GRAW 2* Downloadable Content (Xbox 360)  
-Undisclosed titles

#### Duties:

- Modeled, unwrapped, and updated architecture and other various environmental assets.
- Created and updated various texture maps for buildings and other objects (diffuse, normal, specular, detail, opacity).
- Loaded and tested assets into the Ghost Forge level editor.
- Loaded and tested assets into an Xbox 360 development kit.
- Checked in and checked out 3ds Max and texture files using Perforce.
- Fixed various bugs towards the end of the project.

#### **CrunchTime Games - Chandler, AZ**

2d/3d Artist - November 2005 - April 2006  
-*Shred Nebula* (Xbox Live Arcade)  
-Undisclosed title

#### Duties:

- Designed and modeled real-time low-poly space ships and related assets.
- Unwrapped and created texture maps for real time models.

- Created 3D assets and textures for an undisclosed title.

**Tools Used:**

Photoshop  
3D Studio Max  
Maya  
ZBrush  
Mudbox  
Crazy Bump  
Unreal Engine 3  
Unity Engine  
Ghost Forge Level Editor  
Xbox 360 Development Kit  
Perforce

**Skills:**

- Experience with loading and testing assets in a development kit (Xbox 360).
- Experience with working on a shipped-title and downloadable content.
- Experience with testing assets in a level editor.
- High and low-polygon modeling.
- Creating diffuse, normal, opacity, specular, detail, and self-illumination maps.
- Digital Sculpting
- UVW unwrapping.
- Applying collision and physics to architecture and objects.
- Traditional drawing skills.

**Education:**

The Art Institute of Phoenix, Phoenix AZ  
Bachelor's Degree in Game Art and Design  
October 2002 - December 2005

The East Valley Institute of Technology, Mesa AZ  
Commercial Art program  
August 2000 - May 2002

**Organizations:**

S.G.D.A. - Art Institute of Phoenix Chapter

**References:**

References gladly provided upon request.