

**Greg Stubbs**  
**3D Asset & Texture Artist**

[www.gregstubbs.net](http://www.gregstubbs.net)

32640 N 40th PL.

Cave Creek, AZ 85331

Phone: 480.204.8778

E-mail: [greg@gregstubbs.net](mailto:greg@gregstubbs.net)

**Objective:**

To obtain an art position creating high-quality environmental assets, props, and texture maps 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 the majority of the 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 toward 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:**

Maya  
ZBrush  
Photoshop  
3D Studio Max  
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.
- \* Digital sculpting.
- \* Creating diffuse, normal, opacity, specular, detail, and self-illumination maps.
- \* 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.