

ROMAN PANGILINAN

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3D ARTIST/ART OUTSOURCE PRODUCER

Creative, innovative, dedicated artist with 15 years of experience.

SPECIALIZED SKILLS:

- Maya, 3D Studio Max, Zbrush, Photoshop, Unity
- NetSuite, Smartsheet, Visual Source Safe, Perforce, Excel, Coupa
- Manage Schedules, Budgeting and Organizing Outsourced Projects
- 3D Modeling (high and low environments, objects and characters)
- 3D Outsourcing Art Review Experience
- 3D Character Weighting Experience
- Low and High resolution texture mapping abilities
- Easily adaptable to different artistic styles

PUBLISHED TITLES:

- Hungry Babies – Storm8
- Bingo – Storm8
- Bakery Story 2 – Storm8
- My Sims, The Sims 2, The Sims 3, The Sims 4, The Sims 2, 3, 4 Expansion Packs, Sims Online Store
- Sims 2 PS2, Sims Pets PS2, The Urbz Sims PS2
- There.com (Popular Science Magazines “Best Of What’s New” Computing category, 2003)
- Final Fight Revenge (3D fighting game for arcades and console)

PROFESSIONAL EXPERIENCE:

Storm8, Redwood City, CA

2016 - 2017

Art Outsourcing Producer

- Managed art reviews on multiple mobile game projects.
- Provided clear, specific art feedback to our Outsourcing vendors.
- Responsible for scheduling, tracking, and organizing reviews to our Outsourcing vendors.
- Great ability for tracking progression of game assets to meet milestones and deadlines.
- Responsible for checking quality, workflow efficiency, and art style from start to finish for each project to make sure game assets match our style guides and art-pipeline specifics.
- Responsible for negotiating costs with vendors for each mobile project monthly.
- Integrating approved assets for use to release managers, producers and game design.
- Technical checking of game assets for errors before integration into main game branches; most importantly naming conventions of assets.
- Ability to have clear and concise communication between the vendor and myself.
- Proactive when processes needed to be improved within the art-pipeline including schedules with game designers, art leads, internal artists and producers.

ELECTRONIC ARTS/MAXIS, Redwood City, CA

2004 - 2015

3D Artist/3D Outsourcing Review Artist

- 11 years experience working as a 3D Artist/Outsourcing Review Artist.
- Responsible for tracking, organizing reviews to Outsourcing vendors using Shotgun and Internal tools.
- Responsible for training junior artists on Outsourcing art-pipeline, review processes, art-style guidelines, critiques and proper documentation.

NAME
Page Two

- Responsible for preparing art test packages to potential Outsourcing vendors. This included full documentation of art-pipeline and procedures of the Sims 4 game.
- Worked in conjunction with Outsourcing Managers and Leads preparing art milestone packages that were sent to Outsourcing vendors.
- Ability to provide detailed instructions, block paint over's, and documentation during the art review process for the Outsourcing vendors.
- Ability to support bug fixes, triage and resolving any art assets that have been created by the Outsourcing vendors.
- Created and modeled characters for the Sims franchise.
- Modeled low polygonal characters and character accessories.
- Created environmental objects, textures and animations for "The Urbz" game.

THERE INC, Menlo Park, CA

2001 - 2004

3D Artist

- Created interchangeable parts for customizable polygonal characters.
- Modeled low polygonal Avatars, environments, collisions, buildings, props, lods.
- Created morph targets for character models.
- Lead Artistic Consultant for third party Avatar specific content for There Inc.
- Increased revenue and member retention by creating content tools for third party developers.

CAPCOM DIGITAL STUDIOS, Sunnyvale, CA

1996 - 1999

Associate 3D Artist (1999)

- Created low polygonal characters and objects.
- Texture mapped characters and objects.
- Animated characters and objects for Final Fight Revenge.

Associate Game Designer (1998)

- Designed gameplay for Final Fight Revenge with the creator and producer of Vampire Savoir, Street Fighter Alpha 2 and Marvel Super Heroes.

Game Tester (1996 – 1997)

- Played through PC and platform games thoroughly and identified errors.
- Contributed ideas on how to improve gameplay on titles that were tested.

EDUCATION AND TRAINING:

1999 – 2001

- AS Degree, Computer Animation
- The Art Institute of California, San Francisco