roman pangilinan

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San Francisco, CA 94116

**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

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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.
* 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