

David Vessup

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WORK HISTORY

2013-Present - **Blizzard Entertainment**

3D ARTIST

- Architecture/Micros/Dungeons: Modeling, uvs, lighting, set dressing and collision
- Created our team's outsourcing pipeline with the help of producers and managers.
- Held an ongoing Zbrush training workshop

World of Warcraft: Warlords of Draenor [PC]
World of Warcraft: Legion [PC]

2012 - 2013 - **HammerCat Studios**

SENIOR ENVIRONMENT ARTIST

- Developed and maintained a unique and cohesive visual style as well as workflow pipeline.
- Responsibilities involve: Level Design, Environment Creation, Props/Objects, FX, Animation, UI and HUD.

2006 - 2012 - **High Impact Games**

SENIOR ENVIRONMENT ARTIST

- Worked with the Art Director and the Creative Director in developing and maintaining a cohesive visual style and workflow pipeline.
- Mentored the environment art team.
- Debugged and optimized levels and assets to fit into memory.
- Responsible for creating and implementing game assets (levels, props, and sets) for the following titles:

Disney Princess: My Fairytale Adventure [PC/Mac/WII/3DS]
DreamWorks Super Star Kartz [360/PS3/WII/3DS]
Phineas and Ferb: Across the 2nd Dimension [PS3/WII]
Jak and Daxter: The Lost Frontier [PS2/PSP]
Spyborgs [WII]
Secret Agent Clank [PSP]
Ratchet & Clank: Size Matters [PSP/PS2]

2001 - 2005 - **Small Potatoes Productions**

CG ARTIST

- Responsible for concepts, models, textures, lighting, visual effects, motion graphics, and animations for various television commercials, television pilot shows, and film festivals.
- Client List: CBS, Palm Springs International Film Festival, Chrysler, ESPN, and more.

SKILLS

Autodesk Maya	Adobe Photoshop	UI/HUD
Autodesk 3DSMax	Adobe Illustrator	FX
Pixologic Zbrush	Unity 3D	Scripting
xNormal	UDK/Unreal Engine	Animation
nDo		

EDUCATION

2005 The Art Institute of California – Orange County
Bachelors of Game Art & Design – Graduated with Honors