

Paul Forgy

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Objective:

3d artist position in a quality oriented environment.

Summary of skills:

Over two decades experience as a software developer specializing in technical art. Strong 3D modeling and texturing skills with a focus on quality, detail and efficiency. Proven ability to develop and manage pipelines, tools, complex 3D environments and assets on schedule.

Software:

3D Studio Max, Photoshop, Substance Painter, After Effects, Resolve, Illustrator, Perforce, Unreal, CryEngine

Experience:

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|---|-----------------------------|------------------------|--------------------|
| May 2019 – Oct 2021 | Sr. Technical Artist | Visual Concepts | Foothill Ranch, CA |
| <ul style="list-style-type: none">• As the project technical artist, I designed and developed several pipelines and workflows from the ground up, for an unannounced open world driving game utilizing Unreal Engine.• Created a novel asset creation pipeline and supporting tool chain to produce highly optimized, IP specific assets efficiently. The tools and pipeline reduced labor hours by a factor of 40-60x, texture memory by 100-200x. The resulting labor cost savings likely to exceed \$.75M over contemporary, traditional methods.• Designed numerous automated performance systems including: hidden face removal, LOD generation, LOD swap and culling distance calculations, large scale instanced geometry and lighting systems.• Designed and documented art outsource procedures and performed QA oversight for over a thousand assets. Performed usage frequency based analysis to determine asset production priorities.• Designed multi-platform, variable/dynamic fidelity and optimization schemes spanning several asset classes.• Made significant contributions to the art production of ubiquitous components, buildings, shaders/materials and characters. Performed periodic asset auditing and performance profiling on multiple platforms.• Trained artists on pipelines, tool usage, efficient art production, visual quality, best performance practices and techniques. | | | |
| Nov 2017 – May 2019 | Multimedia Artist | Exponent | Irvine, CA |
| <ul style="list-style-type: none">• Engineering and scientific visualization utilizing a wide range of media including: 3d modeling, rendering, animation, illustration, point clouds, video and photo editing.• Work with engineers and scientists to convey, analyze and demonstrate concepts visually in a compelling way. | | | |
| Mar 2016 – Mar 2017 | Sr. 3D Artist | Obsidian Entertainment | Irvine, CA |
| <ul style="list-style-type: none">• Model and texture high-fidelity vehicles for Armored Warfare.• Developed custom shader for Substance Painter to emulate complex, in-game dynamic paint system. | | | |

- Mentoring artists.

Oct 2014 - Sept 2015 **Sr. 3D Artist** Cloud Imperium Games Santa Monica, CA

- Model, design and texture high-fidelity spaceships, weapons and components for Star Citizen.
- Extensive use of CryEngine's physically based materials and rendering.
- Design and create scripts, tools, and workflows to speed production and improve quality company-wide.
- Mentoring artists.

June 2014 - July 2014 **Technical Artist** Halon Entertainment Santa Monica, CA

- Short project as Technical Artist on Halon's debut game cinematic, working on the intro for Turtle Rock's title: Evolve.
- Supported a team of Maya animators working in 3ds Max.
- Wrote custom scripts and tools to facilitate fast-turn, iterative cinematic workflow, including custom exporters and specialized animation tools.

Sept 2008 - Feb 2013 **Lead Vehicle Artist** Contract/Specular, Inc. Foothill Ranch, CA

- Created extremely detailed and efficient vehicle assets utilizing extensive render-to-texture technique.
- Delivered assets on-time, every time, with no sacrifice of quality.
- Worked with programmers to test and debug a new rendering engine and supporting art asset pipeline.
- Developed vehicle design standards and documentation including fully articulated vehicle suspension rigs.
- Designed fully dynamic mud and dust shader for vehicles, and collaborated on the racing surface creation pipeline and supporting shaders.
- Developed UV mapping script and tread-marks texture used for each racing environment.

Sept 2006 - Sept 2008 **Sr. Technical Artist** Clairvoyant Systems, Inc. Long Beach, CA

- Responsible for recreating real world racing surfaces with extreme positional and visual accuracy.
- Developed complete track creation pipeline including: site survey, data import, surface creation, UV mapping and custom Max script tools suite.
- Devised comprehensive on-site race track survey procedure including centimeter accurate positional data, comprehensive video and still photo reference coverage.
- Established companies 3D visual style and co-developed art pipeline and practices.

Feb 2004 - Sept 2006 **Sr. Technical Artist** Luxoflux/Treyarch/Activision Santa Monica, CA

- Created highly detailed vehicle assets for Call of Duty 3, utilizing normal and gloss texture maps for next-gen consoles.
- Responsible for developing and maintaining fx shaders for the COD3 vehicle team, utilizing an in-house shader development tool.
- Responsible for creating detailed vehicle assets including modeling, texturing, damage and rigging for True Crime: New York City.

2002 – Present **Artist/Programmer** Contract/Various

- Developed executable software, animation pipeline and profiles for 4 post vehicle hydraulic motion platform used for Toyota marketing events such as the 2006 NBA All-star Jam.

- Worked with a team to create a custom racing simulation experience for Lexus, featuring the GS430, which debuted at the 4th annual Night Before Academy Awards benefit.
- Architectural visualization: created fly-around and walk-through animations for several projects.
- Finalized software development for Mega Jumpzone II attraction.
- Technical support and software upgrades for former Illusion and AeroNumerics customers.

2001 – 2002 **3D Artist/Programmer** Illusion, Inc. Van Nuys, CA

- Technical art lead for Mega Jumpzone II and Speedsports attractions.
- Designed 4-speed shifter for stock car simulator, and electronics interface system.

1995 – 2001 **Art Director/Programmer** AeroNumerics, Inc. Irvine, CA

- Responsible for all company artwork, including: software development, brochures and websites.
- Independently created 3d environments and assets for racing simulation software, including nine racetracks.
- Programmed 3D race track generation tool and numerous racing simulation and support components.
- Helped develop Direct X image generator API.
- Technical art lead for Eagle Interactive's debut PC game title: Sabre Ace (Virgin, 1997).
- Programming for Eagle's Luftwaffe Commander (SSI, 1999), as well as location based software for Aviation Challenge—a division of Space Camps.
- Designed numerous electromechanical and sheet metal components for simulation.
- Race car simulator integration and on-site installations.

1992 – 1995 **3D Artist/Programmer** Fightertown, Inc. Lake Forest, CA

- Responsible for an extensive flight simulation 3D database.
- Created 3D models for flight simulation including aircraft, terrain and vfx.
- Programmed numerous aircraft simulation and support components including UI, VFX, hardware calibration, and art generation tools.
- Aircraft simulator integration and on-site installations.

References available upon request.