

Jim Millar

425 398-8362 • jimmi102@yahoo.com

www.jimmillar.net

SKILL SET

- Organized, detail oriented, problem solver
- Develop and manage production pipeline
- Excellent cross team communication - artists, designers, programmers
- High Poly Modeling, hard surface and organic (Maya)
- Sculpting (ZBrush)
- Low Poly Modeling, Optimization, Retopology (Maya, ZBrush, Max)
- UV Mapping (Maya, Headus)
- Baking Normals (Maya, XSI, Xnormals)
- Texturing (Photoshop, Maya, ZBrush)
- Ragdoll (Havok, Unreal 3)
- Game Engines (UnReal 3, Unity)

PROFESSIONAL EXPERIENCE

Freelance 2012 - present

Hidden Path/Contract, Bellevue, WA 2012

Modeled and textured track environments for Defense Grid expansion pack. Software – Max, Photoshop

Motiga Inc, Bellevue, WA 2011

Art Lead. Production of mobile games for the iPhone and iPad.
Software - Maya, Photoshop, Unity engine.

Sony Online Entertainment, Bellevue, WA 2006 - 2010

Senior Artist. 3D modeling, texturing for weapons and characters, establishing a cohesive look, training employees and interns, mesh weighting, concepts, ragdoll creation for The Agency.
Software - Maya, Photoshop, ZBrush and Unreal 3.

FASA – Microsoft/Contract, Kirkland, WA 2006

Technical Artist. Animation scripting and ragdoll development for ShadowRun.
Software - Maya and Havok.

Gas Powered Games, Kirkland, WA 2004 - 2006

Art Production Manager. Creating and leading production pipeline including creating web based automated asset tracking database, modeling and texturing for Supreme Commander.

Software - Excel, 3D Max and Photoshop.

Microsoft Corporation/Contract, Redmond, WA 2002 - 2004

Character Artist. 3D modeling, texturing, mesh weighting, optimizing, managing of 3D art assets (Monsters), and training interns for Mythica MMORG. Modeling, texturing and implementing 3D real-time audience for NHL Rivals.

Software - Maya, Photoshop and Excel.

EA Sports/Contract, Bellevue, WA 2002

Environment Artist. 3D modeling of props and tracks for Need for Speed.

Software - Maya and Photoshop.

Cavedog - Humongous Entertainment, Bothell, WA 1998 - 2002

Character Artist/Animator. Character design, 3D modeling and animating of characters and architectural models for real time and pre-rendered games.

Software - Maya, Lightwave, Photoshop and Debabelizer.

Developed games:

- Total Annihilation Kingdoms

- The Iron Plague

- Moonbase Command

- Backyard Soccer

- Backyard Basketball

- Moonbase

Microsoft Corporation/Contract, Redmond, WA 1993 - 1998

Art Coordinator, Animator, Environment artist. 3D architectural modeling, texturing, character animating and asset tracking for real-time and pre-rendered games. Team lead for artists creating and modifying 2D graphics for CD titles.

Software - SoftImage, Photoshop, Debabelizer and After Effects.

Developed games/titles:

- Microsoft Full Court Press

- Microsoft Soccer

- Microsoft 3D Baseball

- Dangerous Creatures

- Ancient Lands

- Cinematic

- Complete Baseball '95

- Complete Basketball '95-'96

- Complete Basketball '94-'95)

EDUCATION

University of California, Santa Barbara, California.

B.A. Liberal Studies: Emphasis in Fine Arts, Psychology and Economics.

Art Institute of Houston, Houston, Texas.

Diploma in Commercial Art.