

SIMON D. CRAGHEAD
SENIOR ENVIRONMENT ARTIST
WWW.SIMONVISION.COM

86 RENATO COURT APT. #12A, REDWOOD CITY, CA., 94061 - PH: (650) 743-7733 - EMAIL: SIMON@SIMONVISION.COM

EXECUTIVE SUMMARY

I am a creative, hard-working artist with a passion for developing cutting-edge video games. I have ten years of professional experience working directly in the games industry, and five years of additional experience working in related fields. As a self-motivated individual who thrives in challenging and creative team environments, I have developed a broad range of artistic and technical expertise which applies directly to game development.

In my role as a senior artist, I have extensive experience collaborating directly with programmers and designers to resolve technical and creative challenges. I love learning new skills, expanding my professional knowledge, and providing mentorship to junior artists. I work well with others and am very comfortable both giving and receiving direction. In my role as a design contributor, I'm equally adept at expressing ideas through visual, verbal, and written communication. I am passionate about creating new virtual worlds and going beyond what others think is possible.

I believe that all of these qualities make me a valuable asset for any team dedicated to creative, technical and commercial success.

GAME DEVELOPMENT SKILLS

ABILITIES

- environment modeling, character modeling, UV layout
- concept design (environments, racetracks, characters)
- next gen materials (diffuse, spec, normal, AO, blends)
- normal map generation (baking, Crazybump, Photoshop)
- Zbrush/Mudbox sculpting
- in-game lighting, in-game FX
- MEL scripting in Maya
- drawing, painting, sculpting
- story development, screenwriting

SOFTWARE

- 3D: Maya, Zbrush, Mudbox, Topogun, 3DS Max
- 2D: Photoshop, Crazybump, Painter, Illustrator
- Misc: Premiere Pro, Dreamweaver, Autodesk Stitcher

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EMPLOYMENT HISTORY

CRYSTAL DYNAMICS/EIDOS INTERACTIVE, 3D artist **2007 – 2008** (1 year 8 months)

- Modeled and designed in-game hard surface environments (interior and exterior)
- Created in-game materials (diffuse, spec, normal, AO, and blend maps)
- Collaborated on design of combat and traversal gameplay spaces
- Helped spec out and develop a pipeline for instancing in-game geometry

ELECTRONIC ARTS MONTREAL INC, 3D artist **2006** (2 month contract)

- Responsible for combining and redressing pre-existing environments
- Worked jointly with Art Director to manage environment art team
- Modeled, UV mapped and textured new 3D assets
- Modified and added gameplay elements where needed

DARK MANSION MEDIA INC, President /Owner **2003 – 2006** (3 years 4 months)

- Modeled and UV mapped 3D characters in Maya
- Sculpted, detailed, and normal mapped models in Zbrush & Mudbox
- Created character designs, concept art, logos and logotype
- Developed and wrote a detailed animated TV series proposal
- Wrote various pitch documents and project summaries
- Co-wrote pilot script for proposed TV series

NAUGHTY DOG INC, 3D Artist **2002 – 2003** (1 year 8 months)

- Modeled in-game city environments, race tracks and interiors for cut-sequences.
- Responsible for optimizing memory, and maintaining rendering efficiency
- Responsible for tuning game play elements with game designers
- Jointly responsible for designing the look of environments with a concept artist

ELECTRONIC ARTS (CANADA) INC, 3D/2D artist **1996 – 2002** (6 years)

- Modeled and textured in-game city environments and race tracks
- Contributed preproduction artwork, concept development, and game design
- Provided art direction and scheduled tasks for other artists
- Created lighting and skies for various times of day and weather conditions
- Responsible for optimizing memory, and maintaining rendering efficiency
- Collaborated with programmers to R&D technology for skies, animations and FX
- Created 2D dashboard artwork in Photoshop using reference photos
- Designed in-game heads up display

SHOESTRING PUBLISHERS INC, Game Designer & 2D Artist **1995 – 1996** (1 year)

- Created game design and concept art for unpublished PC adventure game
- Provided design, illustration, and animation for interactive kids storybooks

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VIDEO GAME PROJECTS

TOMB RAIDER: UNDERWORLD (3D Artist) Crystal Dynamics/Eidos (Xbox 360/PS3)

- Modeled and co-designed freighter ship exterior and interior levels
- Prototyped and built sinking ship hallway sequence
- Contributed to pipeline and tool development

SSX: BLUR (3D Artist) Electronic Arts (Wii)

- Connected and redressed 6 pre-existing SSX tracks and modeled new environment assets
- assigned tasks and provided art feedback for 2-4 environment artists

JAK 3 (3D Artist) Naughty Dog/Sony (PS2)

- Modeled the wasteland arena before moving to Montreal.

JAK 2 (3D Artist) Naughty Dog/Sony (PS2)

- Modeled 3 large sections of city, 3 futuristic racetracks, the interior/exterior of a stadium, and 3 hi-res interiors for in-game cinematics.

007: NIGHTFIRE (Artist/Designer) Electronic Arts (PS2)

- Contributed pre-production art and helped develop driving missions before moving to LA.

007: AGENT UNDER FIRE (3D Artist/Track Lead) Electronic Arts (PS2)

- Designed and laid out road network, shortcuts, and key visuals for Hong Kong driving missions. Contributed models, textures, and lighting. R&D for ocean & reflection FX.
- Scheduled tasks and provided art direction for a track team of 2 - 4 artists.

NEED FOR SPEED: PORSCHE UNLEASHED (Lighting Artist) Electronic Arts (PC)

- Designed and implemented lighting schemes, horizons and skies for all 10 race tracks.
- R&D for new sky rendering system

NEED FOR SPEED: HIGH STAKES (Lighting Artist) Electronic Arts (Playstation)

- Designed and implemented lighting schemes, horizons and skies for all 10 race tracks. Each track had four unique weather and time of day settings.
- R&D for sky technology, weather FX, horizon models and the animation pipeline.

NEED FOR SPEED: HOT PURSUIT (3D Artist/Designer) Electronic Arts (Playstation)

- Designed Empire City race track and modeled 75% of environment geometry.
- Scheduled tasks and provided art direction for 2 artists.
- Provided early concept development for all tracks.

NEED FOR SPEED 2 (2D Artist) Electronic Arts (PC & Playstation)

- Created 2D in-game dashboard art for seven cars from photo reference.