

Derek Robinette

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Objective

To be an important contributing member of a strong team of passionate individuals; using my experience, skills, and intuition as a Senior Technical Artist to create games that people will remember.

Skills

Proprietary Tool/pipeline Development, Scripting, GUI-based Shader Development, Particle Effects, Rigging/Weighting, Low/High Poly Character Modeling, Character Animation, User interface, Web Design

3D Studio Max, MAXScript, Maya, MEL, Adobe Photoshop, Z-Brush, Proprietary Tools

Work Experience

Over 16 years of experience in video game development and credited with over a dozen shipped titles. Experience with all aspects of game development. Very strong technical art skills. Ability to understand features and limitations of a game engine and to easily learn, use and contribute to the development of proprietary tools. Asset production experience primarily focusing on character art, VFX and UI

Vigil Games

Dates employed: 03/2008 – Present

Job Title: Senior Technical Artist

Software used: 3ds MAX, MAXScript, proprietary tools

Responsibilities: Developing/debugging proprietary tools/pipelines for multiple game systems:
- Character customization, animation system, character/item/appearance data
MAXScript creation/maintenance: Artist tools, Max setup, maintenance tools
Shader creation using node-based GUI tool.
Asset naming convention, folder/package structure, and implementation
Documentation, troubleshooting, bug fixing, saving the day

Shipped Titles: **Darksiders** (360, PS3)

Unshipped Titles: **Warhammer 40,000: Dark Millennium Online** (PC MMO, in development)

XL Games

Dates employed: 11/2005 – 10/2007

Job Title: Technical Artist

Software used: Maya, Adobe Photoshop, Z Brush, Mudbox, MEL, proprietary tools

Responsibilities: Developing and debugging proprietary tools/pipelines for multiple projects
Rapid prototyping (modeling, particle effects, user interface design)
Art production R&D (character customization, modeling: high and low poly)
Documentation and on-site instruction for Korean studio

Unshipped Titles: **ArcheAge** (PC MMO, in development)

Unnamed Title (PS3)

Contract Artist

Dates employed: 11/2007 – 03/2008

04/2005 – 10/2005

Clients: Edge of Reality, Critical Mass Interactive

Software used: 3D Studio Max, Maya, Adobe Photoshop, proprietary tools

Responsibilities: Particle effects, Performance optimization
Character modeling, texturing
Prop/breakable modeling and setup

Shipped Titles: **The Incredible Hulk** (360, PS3, Wii, PS2, PC)

Over the Hedge (PS2, XBOX, NGC)

Unshipped Titles: **Sword of Dracula**

Edge of Reality

Dates employed: 02/2001 - 03/2005
Job Titles: Character Artist, Technical Artist, Effects Artist
Software used: 3D Studio Max, Adobe Photoshop, Adobe Premiere, proprietary tools
Responsibilities: Character modeling, texturing, rigging/weighting, LODs
Particle effects
2D/3D User interface design/implementation
Assisted in creation of proprietary tools
Cinematic animation
Created and maintained company website
Shipped Titles: **Shark Tale** (PS2, XBOX, NGC)
Pitfall: The Lost Expedition (PS2, XBOX, NGC)
The Sims (PS2, XBOX, NGC)
Tony Hawk's Pro Skater 3 (N64)
Unshipped Titles: **John Singleton's Fear & Respect** (PS2, XBOX, NGC)
XFL (PS2)
The Speed Project (PS2)

Acclaim Studios Austin/Iguana Entertainment

Dates employed: 02/1995 - 07/2000
Job Titles: Lead Character Artist, Senior Artist, Lead Cinematics Artist
Software used: Alias Power Animator, Maya, 3D Studio Max, Amazon 3D Paint, Adobe Photoshop, Adobe Premiere, Animator Pro, proprietary tools
Responsibilities: Character design, modeling, texturing, rigging/weighting, animation, LODs
Cinematic animation & setup
Assisted in creation of proprietary tools
Documentation and on-site instruction at multiple studios world-wide
2D sprite/palette manipulation
Shipped Titles: **Turok 3: Shadow of Oblivion** (N64)
Turok 2: Seeds of Evil (N64)
Batman Forever: Arcade (Arcade)
Turok: Rage Wars (N64)
NFL Quarterback Club 2000 (N64)
Shadowman (N64)

Education

School of Communication Arts (Minneapolis, MN)

Certification in Advanced Animation

Programs learned: Softimage

Certification in Computer Art and Animation

Programs learned: 3D Studio R3, Adobe Photoshop, Painter, CorelDraw

Awards: Received **Telly** Award as Technical Director for student project: "Roadkill: The Movie"

North Community High School (Minneapolis, MN)

Art & Communication Magnet Program

Focused on visual arts, fine arts, graphic design