Tanner Ellison | Senior 3D/CG Artist

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| **tannerellison3d@gmail.com** [**www.tannerellison3d.com**](file:///C:\Users\tanne\Documents\_Tanner%20Work%20Shit\www.tannerellison3d.com)  **Skillset** | **Seattle, WA. USA**  [**www.artstation.com/tannerellison**](file:///C:\Users\tanne\Documents\_Tanner%20Work%20Shit\www.artstation.com\tannerellison) |
| * High-poly modeling, digital sculpting * Low-poly modeling, retopology * Efficient and optimized UVing * Texturing, polypainting, hand painted texturing * Establishing art pipelines, look development, visual targets, style guides, and documentation   **Tools** | * Environment art, level design, world-building * Lighting, rendering, and FX * Conceptual design * Photogrammetry capture and processing * Leadership and mentoring * Organized, friendly, and excited |
| * Autodesk Maya, Fusion 360, Blender * Photoshop, Lightroom * Pixologic Zbrush * Substance Painter and Designer, Quixel Suite * Unreal Engine 4, Unity 3D, CryEngine, Fuel Engine * Various VR Head Mounted Displays including prototype equipment * Xbox One and PS4 Dev Kits | * Octane Renderer, Keyshot Renderer * 3D Coat, Topogun, Marvelous Designer * Perforce, MS Visual Studio Source Control, Tortoise SVN * xNormal, Crazy Bump, Knald, Marmoset Toolbag * RealityCapture, Pix4D, Agisoft Photoscan * Various drones and scanning equipment |

**Work History**

* **June 2014 - Feb 2019 | Senior/Lead 3D Artist, HBO**
* Work directly with showrunners, directors, writers, and internal creative teams to create award-winning artwork for narrative-based projects across many different HBO intellectual properties.
* Develop pipelines, art standards, and production review processes for new projects.
* Explore, research, and champion nascent technologies that would help guide the company forward including drone-based photogrammetry, virtual reality, augmented/mixed reality, real-time production pipelines, and more.
* Lead teams of artists as a subject matter expert in 3d art production for AAA games and cinematic quality linear productions.
* **Nov 2013 - Present | 3D/CG Artist, Freelance**

Rendering, lighting, high-poly modeling, game asset creation, concept art, etc. for various real-time and linear projects.

* **Oct 2009 - Present | Radio Host, KEXP 90.3FM Seattle**

Host, DJ, and Producer of Seek and Destroy, a weekly live specialty radio show

* Produce, Curate, and DJ an exciting and unique specialty live broadcast radio show every week for listeners in the Pacific Northwest and all over the world.
* Cultivate a strong community of dedicated listeners and artists through live radio programming, online content, event productions, outreach, and social media.
* Host, curate, and produce live in-studio musical performances and live interviews on-site and on-air.
* **Feb 2014 - Jun 2014 | Game Artist, Z2**

3D general game artist, conceptual design for strategy/builder style game units and buildings.

* **May 2011 - Nov 2013 | Game Artist, Valkyrie Entertainment**

Environment art, world building, lighting, prop placement, level design, set dressing, material creation, asset optimization, etc.

* High-poly modeling and sculpting, low-poly modeling, transfer/baking, UV mapping, texturing, LODs, etc. for characters, weapons, vehicles, props
* Conceptual design to help solve client’s problems and key in visual targets
* Working in a small, diverse team to expeditiously address level and asset problems for many different games in a high output outsourcing environment
* Meet tough deadlines for “content complete” and alpha/beta/gold status
* Building objects, textures, materials, and levels to function at a desirable actor count and FPS rate across multiple platforms including PC, Xbox 360, PS3, Xbox One, PS4, Iphone and Ipad (utilizing dev-kits and custom tools)

**Awards and Education**

* Primetime Emmy Award for the Best Creative Achievement in Interactive Media within a Scripted Program | 2017
* BFA – Game Art and Design, Art Institute of Seattle | 2008- 2011

**Game Titles**

* **Forza 5 | Turn 10 Studios (Xbox One) |** Environment art, hero assets, world building inside authoring tools and new proprietary engine, terrain, physically based materials creation, all playable area construction and development, prop placement, modeling, texturing, complex UV set creation, prop conceptualization, optimization, Team Lead, interpretation of point cloud data, asset/level management and source control, many additional responsibilities
* **Batman: Arkham Origins | Warner Brothers Montreal (PC, PS3, Xbox 360) |** Environment props, vehicles, lighting, set dressing/prop placement, level and asset optimization, textures, Unreal Engine 3 work, PS3 and Xbox 360 dev kit work, asset/level management and source control
* **Imperium: Galactic War | Kabam Studios (PC) |** Rendering, compositing, texturing; design and development of rendering, texturing and materials pipeline with documentation; animation with documentation; lighting and FX with documentation
* **Lost Planet 3 | Spark Unlimited (PC, PS3, Xbox 360) |** Multiplayer level art, lighting, world building, optimization for target performance across platforms, props, textures, prop and FX placement, terrain and floors, conceptual design, Unreal Engine work, PS3 and Xbox 360 dev kit work, asset/level management and source control
* **Ascend: Hand Of Kul | Signal Studios (Xbox 360) |** 3D weapon concept art, developed visual targets for class based weapon system
* **Murdered: Soul Suspect | Airtight Games (PC, PS3, Xbox 360)** | Interior environment prop creation
* **Star Wars Kinect | LucasArts (Xbox 360) |** Cinematic characters, environment props, vehicle art, set dressing/prop placement, world building, level and asset optimization, textures, terrain, asset/level management and source control
* **Sorcery | Sony, Workshop (PS3) |** Environment props, set dressing, prop and FX placement, level and asset optimization, textures, lighting, materials, Unreal Engine work, PS3 dev kit work, asset/level management and source control
* **League Of Legends | Riot Games (PC) |** Player characters, hero set pieces, and environment props
* **Cowboys and Aliens | Freeplay, C&A Labs (Ipad/Iphone) |** Characters, weapons, props, environments, animations, rigging, rendering
* **Additional Unannounced Titles |** General prop and environment creation, animation, rigging