Stadi Thompson

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Professional Skills

- 25 years of experience in 3d production and design
- Experienced in game development using Unreal Engine & Unity. A 3d generalist skill set including Modeling, UV/Texturing, Animation/Rigging, Lighting/Rendering, Level Design and asset optimization
- Skilled in Maya, 3ds Max, Zbrush, Substance Painter, Photoshop, Illustrator, After Effects, Marvelous Designer
- Excellent problem-solving skills with the ability to rapidly create solutions and pipelines
- Strong artistic skills with a working knowledge of 3D art production related to game development
- Proven experience in game development, with experience in seeing projects from beginning to end as an Art Director, Senior Artist and Technical Artist
- Experience in assets creation and development for Mobile and VR
- Understanding of coding languages and capable of delivering assets to programmer(s) with the correct specification. Daily use of Perforce, Plastic, Jira and Asana

Work Experience

3D Artist/Consulting
05/2023 - Current
Fun-Gi Games
fun-gi.com

- Worked as a 3d Artist to create a series characters using Zbrush
- Created high poly models in Zbrush then converted them to mobile ready assets
- Tasked with 3d consulting as well as creating tutorials for the junior artists
- Created textures and materials using for characters using Substance Painter
- Character rigging

3D Artist
06/2022 - 04/2023
Dramatic Labs/Bruner House
store.epicgames.com/en-US/p/star-trek-resurgence , brunerhouse.com

- Worked in multiple areas of production for the multi-platform game Stark Trek Resurgence. The project used Unreal engine. Worked closely with the art director, programmers and project leads
- Task included Lighting, Rigging, Modeling, Texturing, Animation and optimization of assets.

3D Artist
09/2021 - 11/2021
Future House
futurehousestudios.com

- Worked as a 3d Artist on a virtual presentation music video for Justin Bieber which used Unity3d. Video https://www.youtube.com/watch?v=UAhGvhvcoyY
- Lighting Artist
- Environmental Design and Modeling

Senior Artist/3d Generalist
01/2020 - 05/2020
N-Fusion Interactive

- The job required a strong understanding in optimizing 3D assets for game engines and other 3D packages including Maya, 3dsmax, Zbrush
- Required to self-manage and meet deadlines; reach out to programmers for collaborating ideas
- Responsible for creating models, animation, level design and particles
- Quickly created a successful vertical slice for the publisher
- Excellent communication skills; supplied the programmers with art assets promptly
- Created next generation physically based rendered assets, landscapes and environments in Unity
- Set up Maya batch commands and Mel scripts to automate changes to hundreds of animation files

Senior Character Artist/ 3D Generalist
06/2018 - 01/2020
Heroic Games Corporation

- Created documentation and video tutorials for a streamlined workflow in Unreal Engine and Maya
- Task included 3D rigging, animation, modeling, texturing and environment creation
- Understanding of coding languages making it easier to work with programmers
- Created optimization techniques to insure the game runs smoothly on the target platform
- Developed tutorials, 3D characters and templates for other artist as well as approve their work
- Repair, improve and optimize 3D assets submitted by the team; created LODs for all models
- Create characters, clothing and armor using Zbrush and baked them into optimized game assets for UE4
- Set up a character pipeline which required rigging & blendshapes to deform characters and clothing in Unreal Engine

- Worked closely with the programmers and artist

Marketplace Artist
09/2019 - 11/2019
Epic Games

- UE4 Asset URL: https://www.unrealengine.com/marketplace/en-US/product/modern-male-pack
- Created a modular animated character for the Unreal Engine Marketplace
- Character model met all of Epic's standard guidelines for a game ready Unreal Engine asset
- Responsible for all aspects of creation and technical setup. Created with Maya, Zbrush, Photoshop, Substance Painter, Marvelous Designer and Unreal

Lead Developer/Art Director
09/2010 - 04/2017
Above and Beyond Technologies

- Supervised all aspects of the game's art design & visual appearance
- Responsible for hiring all 3D artists as well as reviewing all 3D assets
- Vast understanding of game engines, art and animation pipelines on mobile, Xbox One, PS4, Switch & high end PC's
- Task included character creation, animation, rigging & environmental set up and creation
- Maintained communication with the artists remotely on a daily basis
- Required a solid understanding of modeling, texturing and modern rendering techniques

Education

Gnomon School of Visual Effects - *Hollywood, CA*
Gnomon: Maya Fast Tracks, 2001

Courses Included: Maya Essentials, Organic Modeling, Surface Modeling, Texture Mapping, Animation and Visual Effects, Character Kinematics, Character Skinning, Particles and Dynamics

Platt College - *San Diego, CA*
Graphic Design/ Multimedia Technical Certification, 1997

Courses Included: Typography and Design Techniques, Photoshop, Illustrator, After Effects, Premiere, Lightwave 3D, HTML, 3D Design and Production