

JAY SHARPE

Lead World Artist | VFX | Art Direction | Art Management

www.artofjaysharpe.com

60 Perimeter Center PL NE, Apt 203, Atlanta, GA 30346 Cell:425-877-9894 Email: jsharpe177@gmail.com

SOFTWARE

3d Studio Max (Primary) -- Photoshop -- Zbrush -- Unreal -- Crazy Bump -- Xnormal -- Illustrator
Maya -- After Effects -- Premiere -- Painter -- Sketch-up -- InDesign -- E-on Software Vue

TITLES

TITLES: SHIPPED

Syphon Filter 1-3 (PS1)
Syphon Filter: Omega Strain (PS2)
Cars (THQ/Pixar) (Xbox, PS2, Xbox360)
Global Agenda Sandstorm (PC) Sci-Fi MMO

TITLES: CANCELLED

Driving/Action Fighter THQ (Xbox 360/PS3)
Fantasy RPG game for Vivendi/Universal (Xbox 360/PS3)
Action shooter for Vivendi/Universal (Xbox 360/PS3)

SUMMARY of ACHIEVEMENTS

- » Shipped 4 titles AAA titles for Sony and 1 for THQ, 1 for HiRez Studios
- » Managed/directed team of world artists (12) across multiple levels using in-house, proprietary game engine
- » Assisted Art Development Director and Producer in managing staff/tasks/reviews/planning
- » Working with a programmer, designed and created 2 inhouse FX editors
- » Created next gen assets using high-poly to low-poly, shaders, handtextures
- » Created 3 levels for Cars (Pixar) / Optimized several multi-player and single play levels
- » Fully created 16 levels for Sony's Syphon Filter franchise including models, textures, lighting.
- » Created hundreds of non-performance FX while at Snowblind Studios and SCEA
- » Created/directed/managed cinematics at SCEA for Syphon Filter 2, 3 & Omega Strain.

SUMMARY of HARD/SOFT SKILLS

- » Thirteen years industry experience with a passion and drive for creating work that pushes the boundaries of current games.
- » Excellent understanding of aesthetics, environment, function vs. form, as well as what makes a game fun and intriguing. Thorough understanding of art workflows using a proactive approach to constantly modify/improve them.
- » Interprets the Art Director's vision and communicates vision to the rest of the team.
- » Color theory, and able to create balanced & appealing color palettes.
- » Ability to manage multiple entire levels simultaneously including set-dressing, flow, pacing.
- » Solid modeling and texturing/shader abilities including high to low poly.
- » Excellent lighting abilities
- » VFX creation abilities (environmental and spell/weapon)
- » Very good general knowledge of UI, animation, cinematics, design, typography, logo design.
- » Communicates on a wide range of issues across departments (artists, programmers, and designers).
- » Ability to teach and to be taught (I'm always learning!)
- » Excellent ability to strategically delegate, creating value for team members; incrementally growing each team member based on core defined goals during annually reviews.
- » Project's point of contact for environmental art with respect to aesthetics, technical knowledge, pipeline, and scheduling/load-balancing.
- » Works with others to outline processes, limitations and schedules for the project
- » Takes responsibility for the above processes, limitations and schedules for the length of the project.
- » Tests and proactively troubleshoot areas that are not working in the game engine and helps to fix them
- » Forward-thinking and anticipates needs of the world art team
- » In conjunction with the Art Director, initiates critiques of the environment work for the project
- » Meticulous and organized in the approach to the tasks, files and storage of the material, and helps team to be same
- » Excels at maintaining the pacing and load-balancing of deliverables to team
- » Documentation of procedures and pipelines
- » Excellent knowledge of marketing, logo identity creation and branding for a project

EMPLOYMENT**HiRez Studios, Atlanta, GA**

June 2010 -Present

Position: Lead World Artist, Lead FX Artist

Title: unannounced next-gen fantasy action rpg title, also Global Agenda Sandstorm Expansion

- » Managed/directed team of world artists (4) across several levels using Unreal game engine.
- » Full scene management of levels using Unreal including level building, set-dressing, lighting.
- » World environment concept art and direction
- » Assisted Lead Designer and Producer with staff schedules tasks and employee reviews.
- » Worked daily with programming and design to implement core new features and functionality to engine/editor.
- » Acted as Outsource Manager for FX, providing overall direction, concepts and on-the-fly editing in Cascade for design

Warner Bros/Snowblind Studios, Seattle, WA

Oct 2008 -Jan 2010

Position: Lead World Artist

Title: Lord of the Rings: War in the North

- » Managed/directed team of world artists (12) across several levels using in-house game engine.
Full scene management of levels using inhouse next-gen engine including level building, set-dressing, lighting.
- » Asset building using high-poly to low poly, complex shaders.
- » Assisted Art Development Director and Producer with staff schedules tasks and employee reviews.
- » Worked daily with programming to implement core new features and functionality to engine/editor.
- » Acted as interim Art Director for eight months.
- » Participated in design cabal (core team of Lead Designer, Lead Level Designer and myself) responsible for high-level design input including camera, controls, quests, combat, UI and mission structure.

Snowblind Studios Seattle, WA

June 2007 -Oct 2008

Position: Sr. World Artist then Sr. FX Artist then Lead World Artist

Title: unannounced next-gen fantasy rpg title (Vivendi, cancelled)

- » Managed/directed team of world artists (5) across several levels using in-house game engine.
- » Building, texturing, lighting of levels in the game using inhouse next-gen engine, asset building, shaders.
- » Assisting Art Director with staff/tasks/employee reviews.
- » All VFX including environment effects, spell fx, weapon fx.

Rainbow Studios Phoenix, AZ

June 2005 -Feb 2007

Position: Sr. World Artist

Title: unannounced next-gen racing action title (cancelled)

- » Drove evaluating of several next-gen engines (including UnrealEd 3, Lith/World Edit) for four months in preparation for upcoming next-gen title.
- » Created and pitched project Steampunk RPG racing game to THQ Executives.

Position: Sr. World Artist

Title: Pixar CARS (PS2, GC, Xbox, Xbox 360)

- » Building, texturing, lighting of 3 levels in the game using proprietary engine.

Sony Computer Entertainment of America Bend, OR

Nov 1997-May 2005

Position: Artist 2

Titles: Syphon Filter: Dark Mirror, Omega Strain, Syphon Filter 1-3 (all PS2)

- » Building, texturing, lighting of 16 levels across all franchise titles.
- » Design and concepting/style guides of levels.
- » Managing of Jr. Artists including scheduling and mentoring.
- » Worked with programmer to create new FX system editor then created all FX with new system (over 300)
- » Drove mocap and all scheduling for cinematics
- » Created many pre-rendered cinematics (some over 2 minutes in length) using game characters, lip-synch, post-production and story-boarding.