

John FitzGerald III
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<http://jhf3.com/gallery/main.php>

Username: guest Password: artist

HIGHLIGHT OF QUALIFICATIONS

- Working in a professional video game environment since 2000.
- Directing and supervising an Art Team of over 20 artists.
- Processes Highly effective leadership, communication, and motivational skills.
- Creating original IP's overall artistic vision.
- Maintaining communication amongst Art Team and other departments.
- Demonstrates valuable problem solving skills.
- Team-oriented, with effective planning, organizational, and problem solving skills.

EMPLOYMENT

Petroglyph Games

Lead Artist

August 2008– Present

- Titles:
 - Unannounced MMO RTS
 - Mytheon
- Responsibilities:
 - Establish overall artistic vision.
 - Art direction for a team of over 20 artists.
 - Maintaining communication between departments.
 - Creating and maintaining asset schedule.
 - Organized and enforced productive process and procedure.

Freelance Contractor

September 2006 – August 2008

- Client:
 - Big Huge Games:
 - Age of Empires III: The Asian Dynasties
 - Role-Playing-Game (unpublished)
 - Wii Strategy action game (unpublished)
- Responsibilities:
 - Adapted artistic style established by the Contractor Liaison or Art Director.
 - Met deliverable dates.
 - Maintained communication with Contractor Liaison.
 - Feedback incorporation.

Concurrent Technologies Corporation

Lead Digital Artist/Animator

September 2006 – May 2008

- Clients:
 - United States Department of Defense
 - United States Department of Justice
 - Advanced Distributed Learning
- Responsibilities:
 - Specialized in character creation for first person environments.
 - Created and maintained asset schedule.
 - Video production and editing.

Big Huge Games

Cinematic Artist / Character animator

February 2001 – September 2006

- Titles:
 - Rise of Nations: Rise of Legends

Rise of Nations: Thrones and Patriots Expansion

Rise of Nations

- Responsibilities:

Maintained cinematic schedule.

Worked with a wide spectrum of assets, while maintaining a cohesive look.

Modeling, Texturing (diffuse, normal maps), and animation.

Specialized in Animation intensive units and unique multi hierarchy units.

Provided and obtained feedback effectively and professionally.

Organized and implemented art assets into game engine.

EDUCATION

The Art Institute of Pittsburgh

Associates degree in Specialized Technology

Graduated: 2000

SOFTWARE

3D Studio Max, Photoshop, Crazy Bump, Zbrush, After Effects, Premier, OC3's Impersonator

Facial Animation system, Perforce, C++, XML Spy, Virtools

SKILLS

Leadership, Communication, High-Level Planning, Task Management, Character and Mechanical Animation, lighting, camera layout, thorough knowledge of animation tools used in 3D Max, organic and technical modeling, Motion Capture direction experience, render farm management, UVW unwrapping and texture creation, normal mapping, FX shader creation and manipulation, voice-acting direction