

Art Director and Art Manager with over 15 years in the video game industry for a major publisher. Creating the art direction, maintaining the vision, art production (scheduling and managing) the internal and outsource art teams on titles that include NBA Ball Stars, Hotel Transylvania Blast, Pacific Rim Breach Wars, and WWE Champions. Strengths include creative reviews, character animation, art outsourcing, art mockups, cross departmental communication, and project scheduling. Portfolio can be viewed at www.terrysmith.com

GAME TITLES

Shipped Products

- **Legends Reborn: Age of Chance** (PC) *Art Director*
- **NBA Ball Stars** (Mobile) *Art Director, Art Manager*
- **Hotel Transylvania Blast** (Mobile) *Art Director, Art Manager*
- **Hotel Transylvania Monsters** (Mobile) *Art Director, Manager*
- **Pacific Rim** (Mobile) *Art Director, Art Manager*
- **Card Wars Kingdom** (Mobile) *Art Director, Art Manager*
- **WWE Champions** (Mobile) *Art Director, Art Manager*
- **Card King: Dragon Wars** (Mobile) *Art Director, Art Manager*
- **Card Wars** (Mobile) , *Art Manager, Lead Artist*
- **Spartacus Legends** (PSN, Xbox Live) *Art Manager, Lead Artist*
- **Dj Hero 2** (Ps3, Xbox 360, Wii) *Lead Artist*
- **Shrek the Third** (Xbox 360) *Lead Artist*
- **The Sopranos: Road to Respect** (Ps2) *Lead Artist*
- **Fantastic Four** (Ps2, Xbox, GameCube) *Lead Animator*

ACHIEVEMENTS

Project Success

Multiple# 1 Games on the App Store with 4-5 Star ratings & 100 million plus downloads.

Personnel Resourcing

Directed and produced Art teams on multiple projects in parallel development. Improved pipeline and process development across the studio to beat project deadlines.

Outsource Pipeline

Established and managed Studio Art Outsourcing over 10 years. This included visual style direction, production process and feedback, and asset integration into the game engine.

PROFESSIONAL EXPERIENCE

ClashCraft Studios - West Los Angeles, CA

9/2023 - Present

Art Director

- Leading the Art Team in Visual Direction and Art Production on studio projects.

Kung Fu Factory - West Los Angeles, CA

8/2011 - 6/2023

Art Director / Art Manager

- Guiding the visual direction of the project and maintaining the look throughout game production.
- Scheduling and reviewing the artwork in production and tracked tasks until game completion.
- Managing the internal teams to reach project goals and individual growth.
- Creating, reviewing, feedback, and managing Art Outsource pipelines for over ten studio projects. This includes 3d Modeling, Animation, 2d UI and Concept Art.
- Worked closely with the engineering staff to bring new technology (shaders, lighting, and animation) online to the art pipeline.
- Product development communication between the different departments.

Galaxy Pest Control - Malibu, CA**4/2011 - 8/2011****Contract Animator**

- Animated and rigged 3d models.
- Built and textured 3d models.

Liquid Development - Portland, OR**4/2011 - 8/2011****Contract Animator**

- Animated 3D characters on the game Firefall.

Activision/ Seven Studios, - Santa Monica, CA**4/2003 - 4/2011****Lead Artist**

- Led art teams of up to 25 artists through the full production cycle, pre-production through delivery.
- Collaborated with the art director in the concept phase to define the look of original IP games.
- Scheduled the artists in production and tracked tasks until game completion.
- Worked closely with the engineering staff to bring new technology (shaders, lighting and animation) online in the art pipeline.
- Co-Directed, storyboarded, and scheduled, the proof-of-concept movie for Scratch to be used in pitch meetings.
- Communicated information between the different departments.
- Worked with outsourcing groups in Taiwan and Utah.
- Directed motion capture shoots.

Lead Animator

- Animated most of the hero characters in Fantastic Four.
- Managed and directed the animators on the visual look of the animation.
- Instructed the new animators in using the proprietary animation tool.
- Teamed up with the design department to develop the combat system on Fantastic Four. This system was used in later titles at the studio.

Lucky Chicken Games, - Santa Monica, CA**2001 - 2003****Senior Animator**

- Animated the majority of the main characters in Aquaman.
- Headed and documented the animation system/export process using the Renderware engine.
- Created animations for game prototypes to be used by the company.

Player 1 Inc., - Santa Monica, CA**1998 - 2001****Lead Animator**

- Created a look and feel for the animations in Blues Brothers 2000.
- Co-Developed the music rhythm dancing game in Blues Brothers.
- Directed the junior animators on the team.

Senior Artist

- Conceptualized and built characters and environmental objects on multiple projects.
- Co-Created the original game idea of Ricochet Rick. This was then put into production.
- Supervised and reviewed art tasks on Ricochet Rick.

Take Two Interactive Software, - Latrobe, PA**1995 -1998****3d Artist**

- Built photo realistic 3D environments to be composited with film footage for the story mode of Jet Fighter FullBurn.
- Created 3D low polygon objects used in Jet Fighter FullBurn.
- Worked on the Jetfighter film shoot and assisted with the blue screen compositing decisions and direction.

Animator

- Animated four of the main characters and retouched other character animation in Iron & Blood.

SKILLS

Art Direction, Art Outsourcing, Team Management, Art Production, Communication,
Remote Product Development, 3D Studio Max, Maya, Adobe Photoshop,
Adobe After Effects, Zbrush, UV Layout, Unity,
Jira, Microsoft Word, Microsoft Excel, Microsoft Project

EDUCATION

Art Institute of Pittsburgh - Pittsburgh, PA

Associate degree in Specialized Technology

Majored in Visual Communications

Honors List five out of eight quarters

Berklee College of Music - Boston, MA

Bachelor of Music in Professional Music

PORTFOLIO AVAILABLE AT WWW.TERRYMSMITH.COM