

I love making games. I have worked in many different roles at a number of different companies over the years. I honestly believe that all of the roles are uniquely rewarding and critical to making a fun, successful game. I have been an integral part of Art, Design, Engineering and Production, which gives me an unusually wide scoped understanding of the game development process. My goal is to find a company and a team with the attitude, motivation and resources needed to make great games and contribute to creative direction and concept art, art leadership and direction, or cross-discipline production to make that happen.

Work Experience

I have hands-on experience in all of these areas. Bolded items are areas in which I excel, but I have significant experience in and have interest in all areas listed.

Director		Artist	
Project Development Establishing High Level Goals Preserving Project Vision and Quality Managing Expectations Upward and Outward Communication Critical Path Decisions Resolving Cross-Discipline Conflicts Budget and Resource Management		Concept Art (Character and Environment) Visual Style Development Lighting and Effects Textures & Materials 3D Environment Art Digital Sculpting PR & Media Materials Video & Audio Composition & Editing	
Manager		Designer	
Team Development and Cohesion Career Management Staffing Goal Development and Review Enablement of Developers Human Resources Interface		Level Design (MMO & Puzzle) MMO Systems Design Creative and Story Design Writing User Experience Design Design Documentation	
Producer		Technical Art & Design	
Cross-Discipline Coordination Team Motivation Agile and Traditional Production Methods Understanding of Tools and Pipelines Streamlining Process Communication and Arbitration Technical and Training Documentation Reporting and Status Tracking		Technical Level and World Setup Tools Development Graphics Feature Development Lighting Setup and Techniques Data Management, Pipeline and Process Shader Development Basic Scripting and Rigging Cinematic Development and Setup	
Art Tools	Production Tools	Version Control	Other Tools
Photoshop Maya Max Unreal Engine 3 Dreamweaver Zbrush Illustrator After Effects	Excel Project Word Powerpoint Hansoft Jira BugTraq Fogbugz	Perforce SVN Alienbrain VSS	Multiple Wiki Types Visual Studio MS SQL and tools Granny Renderware



Atlas Technology Suite (PC)

Toolset for building, launching and operating full scale MMO games

Released and Licensed by 12 companies while I was Project Director

Project Director – Engineering and QA Oversight, Example Game Art Dev



全球使命 (Global Mission) (PC)

Massive Multiplayer Third Person Shooter

Released, Live

Project Director – Director, Core Tech (Atlas) Team



Unannounced MMORPG (PC)

Massive Multiplayer Online Role Playing Game

In Development in China

Project Director – Director, Core Tech (Atlas) Team



Fat Princess (PS3)

Multiplayer Team Class Based Strategy Game on PSN

Released, 9/10 from IGN

Multiple awards, including IGN Best Downloadable at E3

Technical Art Director – UI, Effects, Visual Target Renders



Gods and Heroes (PC)

Massive Multiplayer Role Playing Game set in Ancient Rome

Released, Live

Multiple pre-release awards, including best visuals and best MMO at E3 2007

Art Director – Built team, Art/Tech-Art Direction, Publisher Interface



Lost Continents (PC)

Massive Multiplayer Role Playing Game

Unreleased (Company switched focus to console titles)

Lead Artist – Production Art Lead, Revamped Visuals from early Dev

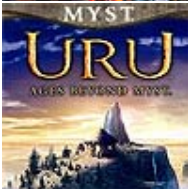


Goblin Commander (Xbox, PS2, Gamecube)

Real Time Strategy

Released, 8/10 from IGN

Lead Artist – Game Art Lead, Effects



Uru: Ages Beyond Myst (PC)

Multiplayer Online Adventure Game

Released, 9/10 from IGN

Lead Artist – Production Art Lead, Teledahn Age, Demo Lead



RealMyst (PC)

First Person Real Time Puzzle Game (remake of Myst in real-time 3d)

Released

Lead Artist – Technical Art Lead, Optimization

Detailed Employment History

Titan Studios, Inc. (Epic Games China) June 2008 – Jan 2011

Position: **Project Director**

Responsibilities:

- Managed internal Engineering team
- Managed internal QA team and test process
- Coordinated feature and system development with Licensee and internal team needs
- Designed tool systems and feature sets for MMO building toolset
- Established mock workflow planning for Art and Design to determine tool features
- Created example game and demo assets for Atlas software package
- Developed and executed project and staffing plans
- Managed resources allocation for multiple projects
- Coordinated event planning and demos
- Developed Atlas demos and presentations
- Presented Atlas demos and presentations at trade shows
- Managed business development for Western Atlas Licensees
- Conducted employee reviews
- Coordinated with external and remote site producers on multiple projects
- Coordinated efforts with Epic Games Inc. (North Carolina)
- Identified Hardware and Software needs for team and test machine environment
- Managed build process, including adjusting build scripts and distribution process
- Maintained VPN, Domain, E-mail, Perforce and Hansoft accounts and user setup

(*note – full team transferred from Darkstar Industries to Titan Studios)

Darkstar Industries. August, 2007 – June 2008

Position: **Technical Art Director**

Responsibilities:

- Developed production tools (in conjunction with Engineering)
- Developed production pipelines and feature sets for multiple projects
- Created example assets and engine demonstrations
- Created PR and marketing art materials
- Directed outsource art resources

Perpetual Entertainment, Inc. August, 2003 - August, 2007

Position: **Art Director/Technical Art Director**

Responsibilities:

- Art Director and Technical Art Director on Gods and Heroes: Rome Rising
- Created team from ground up (40 artists + 70 outsourced artists at peak size)
- Established and put into production all art pipelines
- Identified and implemented minimal cost tool solutions to meet needs on limited budget
- Hired and led Technical Artists to develop full tools solutions during project
- Owned all aspects of team and production until positions could be staffed
- Maintained art quality level and style through review and feedback to artists and leads
- Worked with Design, Engineering and Executives to plan and execute project
- Created concepts for a large percentage of game assets
- Provided direction on all aspects of art production and technical art pipelines
- Prioritized tasks and evaluated needs to meet project goals
- Conducted reviews and managed careers of all art team members
- Oversaw Marketing material creation, coordinating with publisher (SOE)
- Created PR and Marketing assets

VR-1 Entertainment/Jaleco Entertainment Inc. February, 2002 - July, 2003

Position: **Lead Artist**

Responsibilities:

- Acted as lead artist on two separate projects:
 - Goblin Commander – A console based RTS with an edgy cartoon style
 - Lost Continents – A PC MMORPG based on pulp fiction novels
- Designed, modeled, textured, and animated low-poly 3d models using Maya
- Acted as production artist and team lead on Goblin Commander
- Overhauled all effects for Goblin Commander in late stage of development
- Took over as Art Lead on Lost Continents to revamp project
- Created new visual target assets for Lost Continents to meet industry standards
- Updated project schedules, budgets and plan

Cyan Worlds, Inc. November, 1999 - November, 2001

Position: **Lead Artist**

Responsibilities:

- Designed, modeled, textured, and animated low-poly 3d models in Max (3.0 – 4.2)
- Level, Puzzle and Story design (Acted as Artist and Designer for 'Ages')
- Developed extensive working knowledge of the proprietary 3d engine
- Acted as a technical advisor to the other production artists
- Crafted complex render setups for visual effects using Z-buffer and render pass tricks
- Prepared, maintained and presented our Demo materials to potential investors
- Managed tasks for 3 CG artists and 3 Technical Artists
- Ensured milestones were met
- Coordinated our efforts with management and the technology team

Headspin, Inc. October, 1998 - November, 1999

Position: **CG Artist**

Responsibilities:

- Worked with programming staff to develop proprietary engine (Licensed by Cyan)
- Specialized in creating visual effects and lighting manipulation
- Implemented triggering system for gameplay and character events
- Played a key role in development and completion of demo to seal purchase of company
- Company was purchased by Cyan following successful engine license and demo

Education History

Murray State University, Murray, KY. 1991-1995

Received degree, Bachelor of Fine Arts, area of specialization in Drawing

Graduated Cum Laude and received Special Recognition Award from Fine Arts Department

Lyme Academy of Fine Arts, Old Lyme, CT. Summer, 1994

Received certificates of completion for several courses, including figure drawing and painting, anatomy, landscape painting, and still life painting

References provided upon request - thatmikehinesguy@gmail.com

Portfolio - <http://www.luminousmachine.com/>

Art Blog - <http://mikehines.tumblr.com/>

Linked In Profile - <http://www.linkedin.com/in/michaelhines>