

Terry Hess

<https://terryhess.artstation.com/>
<http://www.terryhess.com>
<https://www.linkedin.com/in/terryhess>
terry@terryhess.com

714.264.7504

Work History:

Senior Artist Environments/Senior Technical Artist, Obsidian Entertainment **April 2013-Present**

The Outer Worlds

- Responsibilities: World Building, Terrain Generation, Modeling, Texturing, and Outsource Management of Environments and Assets. Train art staff to raise visual quality bar in both geometry and material surface properties all in PBR Unreal 4 pipeline.
Tech Art Responsibilities: Shader creation, optimization and performance analysis.

Armored Warfare

- Responsibilities: World Building, Terrain Generation, Modeling, Texturing, Keyframe Animation and Outsource Management of Environments and Assets. Lead PVE (Single Player) team of all aspects of level generation. Train art staff to raise visual quality bar in both geometry and material surface properties. Optimization and Framerate performance including LOD geometry, Draw Distances, Lighting, Occluders and Polish.
- www.obsidian.net
aw.my.com

VR Environment Artist, TH Environments

October 2017-June 2018

Firewall: Zero Hour

- Responsibilities: Creation of VR Environment assets as specified from Client in UE4.

Craft Director Environments/Senior Technical Artist, Danger Close/EA/DICE **May 2011 - April 2013**

BattleField 4

Army of Two: The Devils Cartel

Medal of Honor: Warfighter

BattleField 3

- Responsibilities: Modeling, Texturing and Keyframe Animation of Environments, Vehicles and Props. Managed outsourcing studios for Vehicle and Prop creation including workbooks, scheduling and feedback. Shader creation of both static and animated shaders for global use. Trained art staff to raise visual quality bar in both geometry and material surface properties. Disk Image space optimization and Framerate performance including LOD geometry, Draw Distances, Raycast, Lighting, Occluders Optimization and Polish.
- www.armyoftwo.com
www.dangerclosegames.com
www.ea.com
<http://www.battlefield.com>

Senior Artist Environments /Technical Artist, Treyarch/Activision

November 2005 –May 2011

Call of Duty: Modern Warfare 3 (WII)

Call of Duty: Black Ops

Call of Duty: World at War, Zombies Der Reise

James Bond: Quantum of Solace

Spiderman 3

- Responsibilities: Modeling and Texturing of Environments and Props. Shader creation of both static and animated shaders for global use. Trained art staff to use shaders and improve material surface properties. Minor Character Rigging and Animation. Disk Image space optimization and Framerate performance including LOD geometry, Draw Distances, Raycast, Lighting, Occluders Optimization and Polish.
- www.treyarch.com

Environment Artist, Black Ops Entertainment

June 2005 - November 2005

And 1 Streetball

- Responsibilities: Modeling, Texturing, Lighting Environments
- www.blackops.com

Environment Artist, Manifest Games

July 2004 – June 2007

Max Steel

Disney's Underdog

Deadly Sins

- Responsibilities: Modeling, Texturing, Lighting, and Level Layout.
- www.manifestgames.com

Education:

Gnomon School of Visual Arts, Hollywood Ca.

- 3d and Game Design using Maya

California State University Fullerton, Santa Ana Ca.

- 3d Digital Animation Certificate, Graduated May 2001
- Modeling, Texturing, Lighting and Animation all in 3d Studio Max.