

CLIFF M. SCHONEWILL
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Ringling College of Art and Design, Sarasota, FL
Bachelor of Fine Arts May 2011, Major: Computer Animation

Art Institute of Colorado, Denver, CO
Media Arts and Animation 2006 – 2007

Experience

Lead Character Artist, Traega Entertainment, Franklin Tennessee Sep. 2020 - present

- Contributing to building a studio and team as well as an initial game in fast paced development.
- Involved in team growth and hiring efforts; seeking, interviewing, and reviewing candidates.
- Working with other artists to grow their capacities, skill sets, developer perspective, and artistic/technical capabilities.
- Project management for all character and animation needs - UE4 based project.
- Providing insight, approaches, and critique for the environment art team.

Artist (studio uses no titles), Bonfire Studios, Irvine California Sep. 2019 - Sep. 2020

- Focused on environment art needs at the early stages of an unannounced project.

Senior Environment Artist, SIE Santa Monica Studio, Los Angeles California March 2016 - Sep. 2019

God Of War: Ragnarok (in development)

- Generated a number of pitches related to realms, gameplay spaces, gameplay concepts, and narrative.
- Collaborated to identify, problem solve, and prototype a large involved boss encounter.
- Prototyped all aspects of potential level concepts drawing inspiration from studied mythology.
- Early exploration around certain narrative heavy spaces.
- Did R&D on materials for complex surfaces, generating tech requests and potential approaches.
- Created high quality environment assets and props including some for cinematic use.
- Worked to help carve out a certain style guide to clearly communicate and promote design harmony across artists and processes.

God Of War (2018)

- Produced nearly all facets of Tyr's vault; executing art, some VFX, facilitated gameplay and cinematics throughout as well as pushing boundaries and tech with large amounts of interactive objects.
- Developed the final versions of several locations across Tyr's temple.
- Produced the final version of Kratos' house, including a number of its props.
- Reached out of my area to create the effects of the axe's freeze mechanic across the game.
- Generated some early explorations for the temple bridge and realm towers and trim designs.
- Created certain hero props such as the common chest.
- Planned outsourcing needs and generated highly informative proxies for large amounts of props.

Character/Environment Artist, Illfonic, Denver Colorado March 2014 – February 2016

Revival

- Designed and created unique, extensive, and complete modular sets to produce layout variants for all aspects of huge, extremely lavish player housing estates.
- Designed and created large scale unique hero asset sculptures, features, and details used in estates.

Sonic Boom: Rise of Lyric

- Created content used in the various multiplayer battle mode maps as well as a whole hazard course level.

Character Artist/Industry Consultant, CLO Virtual Fashion, Seoul South Korea July 2013 – Jan. 2014

- Designed and created a character to illustrate software integration into modeling pipelines.

- Created detailed documents illuminating game and film studio workflows, roles, timelines, etc.
- Drew attention to current and potential strengths/weaknesses of MD in relation to the gaming industry.

Character Artist, Armature Studio, Austin Texas November 2011 – March 2014

Batman Arkham Origins: Blackgate

- Created all unique characters and related assets for multiple performance platforms simultaneously on a time sensitive project; developing workflow to greatly speed the process using shared meshes.
- Re-created specific characters and assets from Arkham Origins for use on the Vita and 3DS, saving 80-90% or more on polygon count and reducing multiple texture sets to a single sheet while maintaining look.
- Created documentation for extremely low LOD creation (700 triangles and a single 128 x 128 texture); managed contractors using this process and integrated work.

Injustice: Gods Among Us - Vita

- Determined necessary character art asset specifications for specific platform, created and documented workflow to convert many complex high resolution meshes into nearly identical assets at tremendous performance and time savings. Oversaw and managed a team of contractors using this process.

Recore

- **Contract 2015:** Re-made the main character to an existing rig after and during art style changes.
- Created an articulating exo-suit model used by the above character.
- Created the game resolution mesh and textures for Luna, based on a model from PSYOP.

Unannounced project

- Created and managed character and environment art assets for use in Unreal Engine 3.
- Managed contractors; improving, customizing, and integrating work into pipeline.

3D Animation Generalist, Houweling's Hot House, Oxnard California January - April 2009

- Interpreted Client's goals; scripting, managing, and producing all aspects of thirteen animated shots.
- Unveiled the production of the most advanced greenhouse in the world through 3D architectural and systems visualizations for a large scale media event, working with multiple international corporations.