

TRYSTAN SNODGRASS

SKILLS

3d Art(9 years experience)

- High/low poly 3d models
- UV mapping/unwrap
- Realistic/stylized texturing
- Realtime shaders/materials
- Asset optimization/LODs
- Texture baking
- Modular assets
- Lighting/rendering
- Diff/Spec/Norm/Gloss/Disp Maps

Level Design(8 years experience)

- Concept/layout/prototyping
- Terrain sculpting/texturing
- Object/vegetation placement
- AI/Event scripting(node based)
- Gameplay balance/bug testing
- Lighting and atmosphere
- Cinematic production/directing
- Particle FX/decals(textures, setup)
- World Machine terrains/textures

Software

- Autodesk 3ds Max
- Adobe Photoshop
- Autodesk Mudbox
- Autodesk Maya
- Unreal 3 & 4 Engine
- CryEngine 2 & 3
- Adobe After Effects
- Adobe Premiere Pro
- Nuke(The Foundry)

WORK EXPERIENCE

2d to 3d Compositor

Legend 3d, Inc
Carlsbad, CA

- Team 2nd for Compositing, supervised a team of 10 artists when team lead was out of office, maintained shot priority and delivery deadlines
- Converted 160+ shots using Nuke on movies such as Ant Man, The Walk, Jupiter Ascending, Poltergeist, Goosebumps, Transformers 3 & 4, Smurfs, The Amazing Spiderman 2, The Hunger Games Mockingjay Part 2, Alice in Wonderland, The Finest Hour, Gods of Egypt, Insurgent
- Trained over 45 new artists on the stereoscopic compositing process
- Administered technical and artistic support for 30+ artists(NukeX workflow)

Feb 2014 - Nov 2015

3D Artist/Level Design

Blind Squirrel Games
Costa Mesa, CA

- **Bioshock Infinite(AAA)** - Created detailed environment props in 3ds Max, terrain texturing/vertex painting in Unreal 3, and optimized assets
- **XCOM: Enemy Unknown(AAA)** - Created 4 alternate European and Asian levels in Unreal 3 and 30+ props/structures/decals in 3ds Max
- Setup 100+ destructible objects and implemented custom particle effects
- Fixed 400+ level design bugs while working closely with level the design lead to provide support for level functionality and consistency across 70+ levels.

Feb 2012 - Nov 2012

Environment Artist/ Level Designer

Paleo Entertainment
San Diego, CA

- **Drugwars(Indie)** - Created 40+ 3d models/textures in 3ds Max
- Designed 3 single-player levels and 6 multi-player levels in CryEngine2
- Sculpted/textured terrain, setup AI navigation, scripted all events/triggers
- Implemented 100+ models/textures in CryEngine 2 with real-time shaders
- Administered technical/artistic level design support for artists & programmers

Apr 2008 - Jul 2009

Environment Artist/ Level Designer

Point of Existence
San Diego, CA

- **PoE2(mod)** - Created 4 multi-player levels in the Battlefield 2 editor
- Created 50+ 3d models/textures in 3ds Max(props, buildings, vegetation)
- Imported and optimized 80+ art assets, created LOD's and Physics meshes
- Tested/troubleshoot and fixed 100's of art and level design bugs

Sep 2005 - Dec 2011

Cinematic Director/ Editor

Paleo Entertainment
San Diego, CA

- **Drugwars(Indie)** - Directed/edited the intro Cinematic and 3 trailers
- Created multiple in-game cinematic sequences in CryEngine2 using a realtime track-view editor and flow-graph/node based editor
- Animated cameras and scripted AI and trigger events

Apr 2008 - Jul 2009

Cinematic Director/ Editor

Point of Existence
San Diego, CA

- **PoE2(mod)** - Directed/edited the intro cinematic and 6 trailers
- Planned events, organized, and directed 45+ live multi-player actors
- Recorded the footage in-game, then edited the footage and created sound design using Adobe Premiere Pro and Adobe After Effects

Sep 2005 - Dec 2011

EDUCATION

B.A. - Film and Video Production

Brooks Institute of Photography

Ventura, CA 2003 - 2007