

# Weston Reid

www.3dsatire.com

<http://prismagon.cgghub.com/>

westonreid23@gmail.com

2400 Parkland Drive, Atlanta, GA 30324 (404)273.2635

---

## Areas of Proficiency/Expertise

- Unreal Editor
- CryEngine
- Maya
- 3D StudioMax
- Modo
- ZBrush
- Photoshop
- Topogun
- NDO 2
- XNormal
- After Effects

## EMPLOYMENT HISTORY

### **Xaviant**

June 2013 -Present

Senior Character Artist

#### Summary of Accomplishments:

Creation of Character Assets for Lichdom: Battlemage. Coordination with concept, animation, and fx departments to fully realize character assets. Rapid prototyping and production for quick turnaround. Mentoring and problem solving with junior artists.

### **Tripwire Interactive**

July 2010 - June 2013

Character Artist

#### Summary of Accomplishments:

Creation of character and environment assets for Killing Floor and Red Orchestra 2: Heroes of Stalingrad. Managed the art creation and pipeline integration of all character models, textures, animations, .upl , and notifies for the Killing Floor Summer Sideshow Event. Designed and integrated several key pre-order items for Red Orchestra 2: Heroes of Stalingrad including crossover Team Fortress 2 hats. Created assets and

oversaw pipeline integration of several character assets ( Gore system, winter mesh compositing variants) as well as creation and integration of environment props.

**CCP North America**

July 2008 - July 2010

Level Designer/ Environment Artist

Summary of Accomplishments:

Designing engaging playable spaces ranging from large exterior to small interior for World of Darkness. Creating in game art assets beyond the blockout phase of production. Trained Level Design Team in Zbrush/Maya pipeline for the creation of Eve Online:Incarna asteroid update. Developed ground plane modular pipeline for quick creation and editing of large world spaces in World of Darkness. Served as a bridge between level design and environment art to help accommodate needs of both departments in the development process for World of Darkness.

**Injoy Games**

December 2007 - June 2008

Senior Artist

Summary of Accomplishments:

Creation of all characters, props, environments, rigging, animation, and rendering for Daycare Nightmare 2. Created all art assets and animation for Daycare Nightmare 2 Worked with art director, producer, and programmer to deliver gold master delivery a month ahead of schedule.

**GAME TITLES**

Red Orchestra 2: Heroes of Stalingrad

Killing Floor

Eve Online: Incarna

Daycare Nightmare 2

Lichdom Battlemage ( not yet released)

Killing Floor 2 ( not yet released)

World of Darkness ( not yet released )

Team Fortress 2 ( RO2 crossover hats)

**EDUCATION**

**Art Institute of Atlanta**

Bachelor of Arts: Media Arts