

# P A U L M . S M I T H

3D Digital Artist | Motion Capture Specialist | Game Art Professor

## OBJECTIVE

As a video game designer and artist, my goal is to bring my artistic, technical, and managerial skills of production to a unique cutting edge entertainment. I have 19 years' experience of all major aspects of development, implementation, and project management for PC and console games.

And in addition, 14 years' experience of that time was spent as an adjunct or full-time professor of Game Art and 3D Animation preparing students with production pipeline techniques for the gaming and entertainment industry. I can say my philosophy on teaching is this: "Every student is capable of learning, but it is up to the teacher to find that connection with each student that will help him or her learn the best."

## EXPERIENCE

- |  |                                |                            |
|--|--------------------------------|----------------------------|
| <b>August 2006 – Present</b><br><b>Full-Time Game Art Faculty</b>  | <b>Mt. Sierra College</b>      | <b>Monrovia, CA</b>        |
| <ul style="list-style-type: none"><li>Instruct students on game art and animation production pipeline techniques and methods.</li></ul>  |                                |                            |
| <b>June 2013 – Present</b><br><b>Adjunct Professor</b>   | <b>Woodbury University</b>     | <b>Burbank, CA</b>         |
| <ul style="list-style-type: none"><li>Instruct students on game art production pipeline techniques and methods.</li></ul>  |                                |                            |
| <b>2015 – 2016</b><br><b>Post Production Supervisor</b>  | <b>Blast Radius, LLC.</b>      | <b>Los Angeles, CA</b>     |
| <ul style="list-style-type: none"><li>Motion Capture Technician and developing post production methods.</li></ul>  |                                |                            |
| <b>2006 – 2014</b><br><b>Co-Owner / Post Production Supervisor / Motion Capture Specialist</b>   | <b>Containment Field, LLC.</b> | <b>North Hollywood, CA</b> |
| <ul style="list-style-type: none"><li>Motion Capture Director, mocap data cleanup, and rigged 3D character models for a PS3 game "Pok Ta Pok" scheduled to be released 2013.</li><li>Motion Capture Technician and mocap data cleanup for "The Black Eyed Peas Experience".</li></ul>  |                                |                            |
| <b>2002 – 2010</b><br><b>President / Co-Owner</b>  | <b>Harbinger Media, Inc.</b>   | <b>Toluca Lake, CA</b>     |
| <ul style="list-style-type: none"><li>Post-Production Supervisor, VFX, lighting, and 3D environment modeling for a short comedy film "Jenny's Gotta Boob Job".</li><li>Post-Production Consultant for a "Swarovski Crystal Experience" in Japan.</li><li>Production Coordinator for "The Movie Nation Festivals" in Las Vegas, Nevada.</li></ul> |                                |                            |
| <b>August 2006 – March 2011</b><br><b>Instructor</b>   | <b>Westwood College</b>        | <b>Upland, CA</b>          |
| <ul style="list-style-type: none"><li>Instruct students on game art production pipeline techniques.</li></ul>  |                                |                            |
| <b>2003 – 2009</b><br><b>Consultant / Digital Sculptor</b>   | <b>Shapely Shadow, Inc.</b>    | <b>Los Angeles, CA</b>     |
| <ul style="list-style-type: none"><li>Create 3D mannequin models that meet specific shape and measurements needed in the garment industry for producing reliable symmetrical dress forms.</li></ul>  |                                |                            |

- 2002 – 2009** **ThunderhornGameworks** **Burbank, CA**  
**Consultant / Digital Artist**
- Art direction and pre-production art for “Redball 6” and “The Goon”.
  - Created an E3 PS2 game demo for “Foolish Gold”.
- 2003 –2006** **RBB Architecture, Inc.** **Los Angeles, CA**  
**Consultant**
- Provide technical support on creating architectural renderings and visualizations.
- February 2006 – May 2006** **Naked Sky Entertainment** **Los Angeles, CA**  
**Freelance Artist**
- VFX, lighting, and 3D modeling for an Xbox 360 online arcade game “Robo Blitz”.
- April 2002 – October 2005** **Art Institute of California** **Santa Monica, CA**  
**Instructor**
- Instruct students on game art production techniques and pipeline.
- May 2002** **Digital Dimension** **Burbank, CA**  
**Freelance Artist**
- Environment models for “Snow Cross 2002” a Playstation 2 in game cinematic.
- 1998 – 2002** **Tremor Entertainment, Inc.** **Burbank, CA**  
**Co-Founder / Art Director**
- Managed production pipeline, project scheduling, hiring and training staff, company marketing materials, and quality assurance of all art assets.
  - **Console:** Railroad Tycoon II, Sega Swirl, Kiss Psycho Circus - (Dreamcast) | Railroad Tycoon II (Playstation Port) - Modeling, lighting, and special effects.
  - **Publication:** Rig/pose 3D character for a 3-part Wildstorm Productions’ Superman comic.
- 1996 – 1998** **Gigawatt Studios** **Hollywood, CA**  
**Modeler / Animator**
- **Main Attraction:** Mighty Ducks Pinball Slam (Disney Quest main attraction ride in Disney World Orlando, Florida) – All digital art creation and animations.
  - **Console:** Men in Black, Pinky and the Brain (PC Games) – Environmental modeling, texturing, animation, and special effects.
- 1995 – 1996** **3fx** **Conshohocken, PA**  
**Modeler / Animator**
- 3D instructional medical videos for the video broadcast industry.

## **EDUCATION**

- 1992 – 1995** **William Patterson University** **Patterson, NJ**
- B.F.A., Computer Animation **M.A., Computer Animation**
- 1991 – 1992** **Bucks County Community College** **Bucks County, PA**
- A.S., Computer Animation.

## SOFTWARE

- 3D – 3dsMax, Maya, Mudbox, Zbrush, 3D Coat, Quixel, Headus UVlayout
- Game Engine – Unreal Engine 4
- Motion Capture – MVN Studio, Motion Builder
- 2D & Web – Photoshop, Illustrator, InDesign, Dreamweaver
- Compositing/Editing – After Effects, Premiere, Discreet Combustion, Matchmover