

Mark Peasley

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www.ibuild3d.com

Art Director | 3D Artist seeking new opportunities. Extensive development experience on PC, console, mobile and VR platforms. Expert knowledge of 2D/3D asset creation and visualization. Excellent communication and problem solving skills across multiple disciplines. Very adaptive to new art production pipelines and developing under ambiguity of emerging technology. Experience in early prototype and V1 development environments.

Virtually Live
Principal Artist
2016 - Present

Building environments for sporting venues using 3DS Max and UE4. Focused on real-world sites using PBR workflow. Output targeted on Oculus, Vive, Playstation VR and Gear VR.

North Star Games
Art Director
2015 - 2016

Art Director, Technical Art Director and UI design on digital conversion of the popular board game called Evolution. 3D environment development, modeling, texture & UV, lighting, character rigs and animations for Unity game engine. Authoring shaders in Shader Forge and Substance Designer including advanced texture atlas blending, UV animation and animated thresholds. Responsible for external art outsourcing and art direction.

**Microsoft
Turn 10 Studio
Amaxra, Inc.**
Art Lead
2012 - 2015

Art Lead for 7 track environments on Forza Motorsport 6. Involved in all aspects of content creation, lighting, scheduling, managing internal and external artists. Heavily involved in R & D of new techniques, processes and technology to push the visual envelope. High poly and low poly authoring. PBR shader and material workflow. Game engine, tools and pipeline prototyping.

**Digipen Institute
of Technology**
Department Chair
Senior Lecturer
2009 - 2012

Digital Arts Department Chair involved with planning, scheduling, and curriculum development. B.F.A. and M.F.A. program development oversight. Senior lecturer teaching beginning through advanced 3D modeling, texturing, lighting, and rendering. Taught advanced character animation and rigging techniques.

- Lectured and taught over 70 students on a daily basis.
 - Responsible for establishing curriculum, syllabus and lesson plan for basic thru advanced 3D, character rigging, lighting, rendering and compositing.
 - Developed curriculum for B.F.A. & M.F.A programs.
 - Academic Advisor for computer art majors.
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Microsoft
Art Lead
Technical Art Lead
2001 - 2009

Art Lead on numerous products released on the Xbox, Xbox 360 and PC, including two Platinum (1M+) selling AAA titles.

- Environment Art Director: Flight Sim, Train Sim 2, ESP - Aces Game Studio.
 - Track Art Lead - Forza Motorsport and Forza Motorsport 2.
 - Technical Art Lead - Forza Motorsport 2.
 - External Art Director and cut scenes director: Midtown Madness 3 (Xbox)
 - Vendor contract management and art direction.
 - Generated complex content production schedules across studio wide products with varying deadlines.
 - **Products: Forza Motorsport 2, Forza Motorsport, Flight Simulator, Train Sim 2, ESP, Midtown Madness 3, RalliSport Challenge.**
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Gas Powered Games

*Art Director & Animator
1999 - 2001*

Built up a team of artists and animators for a startup studio. Developed implementation production plan, art pipeline and milestone schedules.

- Team lead and manager for 7 artists/animators.
 - Character rigging and key-frame animation on numerous creatures.
 - Schedule and task management for entire art team.
 - Prototyping, conceptual wire-framing, logo design, product UI design, web site design & product POP design material.
 - **Product: Dungeon Siege.**
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Previous Software Development Experience

Art Director – Sierra Studios
UI / UX Designer – Sierra Online
Project Director – Trylobyte, Inc.
Art Dept. Manager – Trylobyte, Inc.

Technical Art Director – CSDI
Producer – Dynamix, Inc.
Sr. Art Director – Dynamix, Inc.
Art Director – Dynamix, Inc.

Education

Oregon State University
B.F.A. - Graphic Design & Illustration

Software Proficiency

Unreal, Unity, 3DS Max, Substance Painter, B2M, Substance Designer, Maya, Photoshop CC, World Machine, Quixel Suite, Shader Forge, After Effects, Vue, Mudbox, Zbrush, Flash, CorelDraw, Illustrator, Painter, SpeedTree, SourceTree, Visual Studio, Adobe CC suite. Extensive proprietary game engine development & usage. Lighting experience using Mental Ray & V-Ray. Experience setting up and managing render farms using Backburner, Muster & Deadline.

Speaker

Gamefest - Track creation from real-world assets
Game Developers Conference - 3D Asset Management
University of Washington - Character creation for computer and console games

Publications

Introduction to Game Development - Charles River Media (2nd edition), Visual Design chapter.
Game Developer Magazine – Feature writer, art columns & product review.
Articles: Arachnophobia: Animating a multi-legged creature, Unmasking Photoshop's Layers, File organization and Naming Schemes, Interface Design for Games, Building a Game Font, Terraforming & Tiled Terrain. Various product reviews.

U. S. Patents

- **Computerized Flight Simulation Control Sampling** - Sierra Online
 - **Use of Scientific Models in Environmental Simulation** - Microsoft
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Game Title Credits

Forza Motorsport 6, Forza Motorsport 5, Player vs. Player Advance, Battleswarm: Field of Honor, Forza Motorsport 2, Forza Motorsport, Midtown Madness 3, RalliSport Challenge, Dungeon Siege Legends of Aranna, Dungeon Siege, Gabriel Knight 3, Exploring the Planets, Tender Loving Care, Clandestiny, Uncle Henry's Playhouse, Rama, Red Baron II, The Aviation Pioneers, Wings Over Europe, Alien Legacy CD-ROM, Front Page Sports: Baseball Pro '98 , Outpost 2, Stellar 7: Draxon's Revenge, A10 Tank Killer, Aces Collector's Edition, Aces of the Pacific WWII: 1946, Aces of the Deep, Aces of the Pacific, Heart of China, Rise of the Dragon, Stellar 7, Aces Over Europe, Red Baron Mission Builder, Red Baron.