Brian A. Maricle

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Summary

3d Artist with over ten years experience. Five years specializing in character art, with AAA, Gen 3 and Gen 4, EA and Crytek know-how. 8 years leading, directing, and mentoring junior artists. Excellent knowledge of human and animal anatomy, a strong communicator in both written and verbal form, passionate about character art, and well known for being an invaluable team member. Some of the competencies I bring:

- 3d Sculpting
- Hi /Lo Poly Modeling
- UV Layout
- Texture Mapping
- Map Extraction
- Engine Integration
- Art Direction
- Leader
- Mentor

Experience

Electronic Arts, Tiburon, Orlando 2012 - Present

Character Artist *on NBA Live '13, '14, and '15*

- Create various assets including heads, bodies, shoes, hair, uniforms --models and textures.
- Project Manager for all tattoo textures in game and Interim Project Manager for hair in '14.
- Approval, feedback, tracking, etcetera of varied outsourced and in-house art tasks.
- Assist in research and development. Help establish and document pipelines, processes, and workflows. Develop target characters and completion metrics.
- Lead 5 junior artists, 3 in-house and 2 outsourced, by providing critiques, support, training, and all-around mentoring.

Gale Force Nine, Charlottesville 2012 - 2013

Freelance ZBrush Sculptor *of Dungeons and Dragons Collectibles*

- Sculpt creatures, characters, and their immediate environment.

Rasmussen College, Online 2007 - 2013

Adjunct Professor *for Multimedia and Game Design Programs*

- Cover concepts such as game development, color theory, art and design basics, and more.
- Teach various software applications including ZBrush, 3d Studio Max, Photoshop, and more.

Crytek, RealTime Immersive, Orlando 2010 - 2012

Character Artist *on Calamityville, Dismounted Soldier, Littoral Combat Systems, and more*

- Modeled, UV'd, and textured Gen 3 and Gen 4 character assets from concept to completion.
- Integrated assets into the engine, shader refinements, and final look development.
- Reviewed, critiqued, and otherwise communicated on outsourced content.
- Tested and innovated new technology to develop cutting edge pipelines and workflows.
- Project manager for training seminars with clients and on-boarding/ training for junior artists.

DeadMan Games, Orlando 2008 - 2009

Lead Artist *on 'BotBlast*

- Established and maintained visual direction for the game.
- Managed a team of 5 artists, providing direction, critiques, and training.

- additional work history as a 3D Artist available upon request -

Education

Florida Interactive Entertainment Academy (FIEA,) Orlando 2010

Master of Science in Interactive Entertainment