

Dave Grega

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I am a Senior Level 3D Artist with vast experience in Film, AAA Video Game Development as well as Virtual/Mixed/Augmented Reality and Visual Simulation. My focus is creating and managing highly detailed and optimized art content in the interactive entertainment industry.

GAMES / INTERACTIVE ENTERTAINMENT:

Sony Interactive Entertainment (2020-2021) - Senior Environment Review Artist

TBA

- Creative and technical direction
- Content creation and optimization
- Outsource Management
- Asset Tracking

Software used: Maya, Substance, Photoshop, Proprietary tools

Freelance (2019-2020) - Art/Creative Direction and Technical Consultation

TBA

Simply Augmented

Futurewei Technologies

- Milestone planning / scheduling
- Tools and Pipeline Development / Refinement
- Content creation and optimization
- Outsource Management

Software used: Maya, Substance, Photoshop, Proprietary tools

Microsoft (Turn10 Studios) (2018-2019) - Photogrammetry Lead / Senior 3D

Artist

TBA

Forza 7 (PC, XBOXONE, XBOXONEX)

Forza 6 (PC, XBOXONE, XBOXONEX)

- Pipeline Development (Photogrammetry Capture and Processing, Optimization and Integration)
- R & D (Procedural Tools, workflows, and content generation)
- Tools testing / Art execution

Software used: 3dsMax, Substance, Photoshop, Proprietary tools, Photoscan/Reality Capture

Tesla (2017-2018) - Lead Environment Artist

Autopilot (Simulation)

- First artist hired to help develop 3D simulation team - Art pipeline / Workflow development / Technical troubleshooting / Milestone planning
- 3d content creation and world polish (mesh, shaders/materials/textures)
- Hiring/Managing art team and external vendors
- Working with engineers to develop strategies, tools, technical solutions, procedural systems

Software used: Maya, 3dsMax, Substance, Photoshop, Proprietary tools, UE4, Quixel

Microsoft (Analog Design / Platform Next) (2015-2017) - Senior 3D Artist / Generalist

Windows 10 Mixed Reality Portal (VR)

Destination: MARS (Microsoft HoloLens)

- Rapid Prototyping,
- 3D Modeling/Sculpting, 3D/2D Texturing/Painting, Shaders,
- Integration, Polish, Aggressive Optimization

Software used: Maya, 3dsMax, Photoshop, Mudbox, Proprietary tools, Unity, Quixel

Red 5 Studios (2014-2015) - Art Manager (Outsource) / Senior Artist

Firefall (PC)

- Management and art direction of all incoming 3rd party art assets
- Companywide point of contact for all deliverables (scheduling, feedback, etc.)
- Technical integration of all 3rd party assets (Armor upgrades, Weapons, Environment/Props, etc.)
- Modeling, Texturing, High Poly Sculpting/Casting, Polish and cleanup of internal and 3rd party assets

Software used: 3DSMax, Photoshop, Proprietary Tools, MS Office

Airtight Games(2012-2013) - Senior Environment Artist/Art Manager (Outsource)

Murdered: Soul Suspect (PC, XBOX360, PS3) Square Enix

- Management and art direction of all incoming 3rd party art assets from 3 separate vendors
- Designed pipeline from ground up (file transfer, integration, feedback, workflow, quality control, etc.)
- Worked closely with the Engineering team to develop integration tools
- Setting up/tweaking materials for internal and 3rd party assets
- Modeling, Texturing, 3D/2D painting, High Poly sculpting/casting

Software used: Maya, Photoshop, Mudbox, UDK, MS Office

Sony Computer Entertainment America (Zipper Interactive) (2004-2011) -

Senior 3D Artist * recommended for a Lead role by Art Manager

MAG (PS3) SCEA

SOCOM 4 (PS3) SCEA

- High/low poly modeling, Sculpting/Casting to texture
- UV layout/unwrapping, Texture painting
- Set up an extensive library of destructible assets using Havok
- Trained/mentored junior artists and new hires

Software used: Maya, 3DSMAX, Photoshop, Proprietary tools

Sony Computer Entertainment America (Bend Studio) (2004-2007) - Senior 3D Artist

Syphon Filter: Dark Mirror (PS2 & PSP) SCEA

Syphon Filter: Logan's Shadow (PS2 & PSP) SCEA

- High/low poly modeling, Sculpting/Casting to texture
- UV layout/unwrapping, Texture painting
- Lighting (Real-time and calculated)

Software used: 3DSMAX, Photoshop, Proprietary tools

Black Ops Entertainment (2003-04) - 3D Artist

Terminator 3: Rise of the Machines (PS2 & XBOX) Atari

X-Files: Resist or Serve (PS2) Vivendi Universal

- Polished various levels and corresponding art/objects, etc.
- Lighting
- Destructibles

Software used: 3DSMAX, Photoshop, Proprietary Tools

FEATURE FILMS:

LIDAR VFX (2002-2003) - 3D Modeler

X-Men 2

2 Fast 2 Furious

Cat in the Hat

League of Extraordinary Gentlemen

Ghosts of the Abyss

- Team modeler of various CG sets and environments

Software used: 3DS Max, Maya

DAT Productions (2002) - Production Artist

The Day After Tomorrow

- Assisted Digital Domain team during pre-production (under the direction of VFX producer, Mike Chambers)

EDUCATION:

Otis College of Art and Design (1998-2001) - Bachelor of Fine Arts (Digital Media Major)

SKILLS / SOFTWARE:

3D: Maya, 3DSMax, Mudbox, ZBrush, Xnormal, UE4, Unity, Metashape, Reality Capture

2D: Photoshop, After Effects, Quixel Suite, Substance

* Ability to immediately learn “in-house” tools