# 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 ENTERAINMENT:

### Vista Outdoor / Foresight Sports (2021-2023) - Lead Environment Artist
**FSX Play**
- Overseeing and executing all aspects of 3D Environment Content
- Terrain Re-topologizing and optimization
- Material and Texture generation
- Realtime Lighting System
**Software used:  Maya, Substance, Photoshop, Proprietary tools**

### Sony Interactive Entertainment (2020-2021) - Senior Environment Review Artist
**Multiple 1st and 3rd Party Titles**
- 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

**Forza 6 and 7 (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
**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**
**The Day After Tomorrow**
-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, Substance, ZBrush, Xnormal, UE4, Unity, Metashape, Reality Capture

**2D:** Photoshop, After Effects, Quixel Suite
* Ability to immediately learn "in-house" tools