

## DAVE GREGA

LEAD / SENIOR 3D ENVIRONMENT ARTIST , ART MANAGER, CREATIVE LEADER

[www.davegrega.com](http://www.davegrega.com)

I am a Senior/Lead 3D Artist and Creative Leader with a proven track record in Film, AAA Game Development as well as Virtual/Mixed/Augmented Reality and Visual Simulation. My focus is creating and managing highly detailed and optimized environment art content in the Interactive Entertainment Industry

### ----- PROFESSIONAL EXPERIENCE: -----

#### **CONSULTANT** - Undisclosed Project (Contract)

Jan 2025 - Present

- Art direction and technical consultation

#### **SENIOR 3D ARTIST** - Full Swing Simulators (Contract)

Aug 2023 - Nov 2024 (RIF)

TGL

- Working with amazing and renowned golf course designers to help develop an exceptional golf simulation experience for TGL

#### **LEAD ENVIRONMENT ARTIST** - Vista Outdoor Inc. / Foresight Sports (Full-Time)

Apr 2021 - Jun 2023 (RIF)

- Major contributor to establishing an updated working pipeline in Unity (HDRP) while creating PBR material libraries and managing the overall visual fidelity for the Foresight Sports Golf simulation.

#### **SENIOR ENVIRONMENT REVIEW ARTIST** - Sony Interactive Entertainment (VASG) (Contract)

Aug 2020 - Jan 2021

HELLDIVERS II (PC, PS5)

MLB: THE SHOW 21 (PS4, PS5, XBOX One)

- Assisting Sony 1st party and other 3rd party studios with art/pipeline support

#### **ART / CREATIVE DIRECTION AND TECHNICAL CONSULTATION** (Freelance)

Aug 2019 - Aug 2020

- Privately working with top-tier clients and companies

**TECHNICAL ARTIST / LEAD 3D ARTIST / GENERALIST** - Futurewei Technologies, Inc. (Contract)

Apr 2019 - Aug 2019 (Project Cancelled)

- Co-Leading Art Team efforts with Senior Tech Artist
- Research and Development, Milestone planning / Scheduling
- Content creation and optimization

**LEAD ENVIRONMENT ARTIST** - Tesla (Full-time)

Nov 2017 - Jun 2018

AUTOPILOT (Simulation)

- Art pipeline (Workflow development /Technical troubleshooting /Milestone planning)
- 3D content creation and world polish (Mesh, PBR Shaders/Materials/Textures)
- Hiring/Managing internal art team and external vendors,
- Updates/presentations to Elon Musk and executives

**SENIOR 3D ARTIST / PHOTOGRAMMETRY LEAD** - Microsoft (Multiple Contracts)

Jan 2015 - Nov 2019

**Turn 10 Studios (XBOX):**

FORZA MOTORSPORT (XBOXONE, PC) - 2018 - Apr 2019

FORZA 7 (XBOXONE, PC) - Jun 2017 - Nov 2017

FORZA 6 (XBOXONE, PC) - Jan 2015 - Aug 2015

- Photogrammetry Capture, Processing, Optimization, and Integration
- R & D (Pre-production, Procedural tools, Content Generation)
- Mentored junior artists

**Analog Design:** WINDOWS 10 MIXED REALITY PORTAL (Nov 2016 - Jun 2017)

- 3D Modeling, Texturing, Shaders, Integration, Polish, Aggressive Optimization

**SOTA:** DESTINATION: MARS (HoloLens) (Sep 2015 - Mar 2016)

- Rapid prototyping and iteration using data from Mars Rover
- Working closely with JPL and software devs to develop technical solutions

**ART MANAGER (OUTSOURCE) / SENIOR ARTIST** - Red 5 Studios (Full-time)

May 2014 - Dec 2014 (Studio Closure)

FIREFALL (PC)

- Management and art direction of all incoming 3rd party art assets
- Company-wide point of contact for all deliverables (Scheduling, Feedback, etc.)
- Technical integration of all 3rd party assets (Character/Weapons, Environment/Props, etc.)

**SENIOR ENVIRONMENT ARTIST / ART MANAGER (OUTSOURCE)** - Airtight Games (Full-time)

Feb 2012 - Oct 2013 (Studio Closure)

MURDERED: SOUL SUSPECT (PC, XBOXONE, PS4, XBOX360, PS3) - Square Enix

- Management / Art direction of all incoming 3rd party art assets from 3 separate vendors
- Designed Outsource Pipeline from ground up (File transfer, Integration, Feedback, Workflow, Quality Control, etc.)
- Worked closely with the Engineering team to develop integration tools

**SENIOR ENVIRONMENT ARTIST** - Sony Computer Entertainment America (Full-time)

Nov 2004 - May 2011

**Zipper Interactive** - Apr 2007 - May 2011 (Studio Closure)

MAG (PS3) SCEA

SOCOM 4 (PS3) SCEA

**Bend Studio** - Nov 2004 - Mar 2007

SYPHON FILTER: DARK MIRROR (PS2 & PSP) - SCEA

SYPHON FILTER: LOGAN'S SHADOW (PS2 & PSP) - SCEA

- High/low poly modeling, UV layout/unwrapping, Texture painting, Lighting
- Setting up library of destructible assets (Havok)
- Trained/mentored junior artists and new hires

**3D ARTIST** - Black Ops Entertainment (Full-time)

Mar 2002 - Feb 2004

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.

----- **SKILLS:** -----

Troubleshooting, Research and Development (R&D), Technical Documentation, Process Flow Documentation, Tools, Simulation, 3D Architectural Rendering, 3D Rendering, Python, Architectural Design, Previsualization, Visual Arts, Software Development, Interactive Media, Mixed Reality, Multiplayer Games, Video Game Production, Agile Environment, Augmented Reality (AR), Art Direction, Graphics, Virtual Reality (VR), Game Engines, Game Art, Workflow Management, Pipeline Design/Generation, Outsourcing Management, Mentoring, World/Level Building, Optimization, Asset Management, 3D Lighting, Photogrammetry, Topology, Hard Surface Modeling, High/Low Poly Modeling, Shader/Material Creation, Layout, Game Development, Texturing, Cinematics, UV Mapping, Console, Environment Art, Texture Painting, Rapid Prototyping, Motion Graphics, Video Editing, Gaussian Splatting, AI

----- **SOFTWARE:** -----

Substance Designer, Substance Painter, Unity, Agisoft Metashape, RealityCapture (RC), After Effects, Perforce, 3D Studio Max, Maya, Photoshop, ZBrush, Unreal, JIRA, Quixel, Adobe Creative Suite, XNormal.

----- **EDUCATION:** -----

**Otis College of Art and Design** - Bachelor of Fine Arts, Digital Media