

## Paul Forgy

949-378-9836

portfolio: <http://www.paulforgy.com>

e-mail: [paul@paulforgy.com](mailto:paul@paulforgy.com)

### Objective:

3d artist position in a quality oriented environment.

### Summary of skills:

Over two decades experience as software developer specializing in technical art. Strong 3D modeling and texturing skills with a focus on quality, detail and efficiency. Proven ability to develop and manage pipelines, complex 3D environments and assets on schedule.

### Software:

3D Studio Max, Photoshop, Substance Painter, After Effects, Illustrator, Perforce

### Experience:

- |                       |   |                         |                    |
|-----------------------|---|-------------------------|--------------------|
| Nov 2017 – Present    | <b>Multimedia Artist</b>  | Exponent                | Irvine, CA         |
|                       | <ul style="list-style-type: none"><li>• Engineering and scientific visualization utilizing a wide range of media including: 3d modeling, rendering, animation, illustration, video and photo editing.</li><li>• Work with engineers and scientists to convey, analyze and demonstrate concepts visually in a compelling way.</li></ul>  |                         |                    |
| Mar 2016 – Mar 2017   | <b>Sr. 3D Artist</b>  | Obsidian Entertainment  | Irvine, CA         |
|                       | <ul style="list-style-type: none"><li>• Model and texture high-fidelity vehicles for Armored Warfare.</li><li>• Developed custom shader for Substance Painter to emulate complex, in game dynamic paint system.</li><li>• Mentoring Jr. artists.</li></ul>  |                         |                    |
| Oct 2014 - Sept 2015  | <b>Sr. 3D Artist</b>  | Cloud Imperium Games    | Santa Monica, CA   |
|                       | <ul style="list-style-type: none"><li>• Model, design and texture high-fidelity spaceships, weapons and components for Star Citizen.</li><li>• Extensive use of CryEngine's physically based materials and rendering.</li><li>• Design and create scripts, tools, and workflows to speed production and improve quality company-wide.</li><li>• Mentoring Jr. artists.</li></ul>  |                         |                    |
| June 2014 - July 2014 | <b>Technical Artist</b>   | Halon Entertainment     | Santa Monica, CA   |
|                       | <ul style="list-style-type: none"><li>• Short project as Technical Artist working on the intro cinematic for Turtle Rock Studios title: Evolve.</li><li>• Supported a team of Maya animators working in 3ds Max.</li><li>• Wrote custom scripts and tools to facilitate fast-turn, iterative cinematic workflow, including custom exporters and specialized animation tools.</li></ul>  |                         |                    |
| Sept 2008 - Feb 2013  | <b>Lead Vehicle Artist</b>  | Contract/Specular, Inc. | Foothill Ranch, CA |
|                       | <ul style="list-style-type: none"><li>• Created extremely detailed and efficient vehicle assets utilizing extensive render-to-texture technique.</li><li>• Delivered assets on-time, every time, with no sacrifice of quality.</li><li>• Worked with programmers to test and debug new rendering engine and supporting art asset pipe-line.</li><li>• Developed vehicle design standards and documentation including fully articulated vehicle suspension rigs.</li><li>• Designed fully dynamic mud and dust shader for vehicles, and collaborated on the racing surface creation pipeline and supporting shaders.</li><li>• Developed UV mapping script and tread-marks texture used for each racing environment.</li></ul> |                         |                    |

- |                       |  |                              |                  |
|-----------------------|--|------------------------------|------------------|
| Sept 2006 - Sept 2008 | <b>Sr. Technical Artist</b>  | Clairvoyant Systems, Inc.    | Long Beach, CA   |
|                       | <ul style="list-style-type: none"> <li>• Responsible for recreating real world racing surfaces with extreme positional and visual accuracy.</li> <li>• Developed complete track creation pipeline including: survey, data import, surface creation, UV mapping and custom Max script tools suite.</li> <li>• Devised comprehensive on-site race track survey procedure including centimeter accurate positional data, comprehensive video and still photo reference coverage.</li> <li>• Established companies 3D visual style and co-developed art pipeline and practices.</li> </ul>   |                              |                  |
| Feb 2004 - Sept 2006  | <b>Sr. Technical Artist</b>  | Luxoflux/Treyarch/Activision | Santa Monica, CA |
|                       | <ul style="list-style-type: none"> <li>• Created highly detailed vehicle assets for Call of Duty 3, utilizing normal and gloss texture maps for next-gen consoles.</li> <li>• Responsible for developing and maintaining fx shaders for the COD3 vehicle team, utilizing in-house shader development tool.</li> <li>• Responsible for creating detailed vehicle assets including modeling, texturing, damage and rigging for True Crime: New York City.</li> </ul>   |                              |                  |
| 2002 – Present        | <b>Artist/Programmer</b>   | Contract/Various             |                  |
|                       | <ul style="list-style-type: none"> <li>• Developed executable software, animation pipeline and profiles for 4 post vehicle hydraulic motion platform used for Toyota marketing events such as the 2006 NBA All-star Jam.</li> <li>• Worked with a team to create a custom racing experience for Lexus, featuring the GS430, which debuted at the 4th annual Night Before Academy Awards benefit.</li> <li>• Architectural visualization: created fly-around and walk-through animations for several projects.</li> <li>• Completed software development for Mega Jumpzone II attraction.</li> <li>• Technical support and software upgrades for former Illusion and AeroNumerics customers.</li> </ul>   |                              |                  |
| 2001 – 2002           | <b>3D Artist/Programmer</b>  | Illusion, Inc.               | Van Nuys, CA     |
|                       | <ul style="list-style-type: none"> <li>• Technical art lead for Mega Jumpzone II and Speedsports attractions.</li> <li>• Designed 4-speed shifter for stockcar simulator, and electronics interface system.</li> </ul>   |                              |                  |
| 1995 – 2001           | <b>Art Director/Programmer</b>   | AeroNumerics, Inc.           | Irvine, CA       |
|                       | <ul style="list-style-type: none"> <li>• Responsible for all company artwork, including: software development, brochures and web sites.</li> <li>• Independently created 3d environments and assets for racing simulation software, including nine racetracks.</li> <li>• Programmed 3D race track generation tool and numerous racing simulation and support components.</li> <li>• Helped develop Direct X image generator API.</li> <li>• Technical art lead for Eagle Interactive's debut PC game title: Sabre Ace (Virgin, 1997).</li> <li>• Programming for Eagle's Luftwaffe Commander (SSI, 1999), as well as location based software for Aviation Challenge—a division of Space Camps.</li> <li>• Designed numerous electromechanical and sheet metal components for simulation.</li> <li>• Racecar simulator integration and on-site installations.</li> </ul> |                              |                  |
| 1992 – 1995           | <b>3D Artist/Programmer</b>  | Fightertown, Inc.            | Lake Forest, CA  |
|                       | <ul style="list-style-type: none"> <li>• Responsible for extensive flight simulation 3D database.</li> <li>• Created 3D models for flight simulation, utilizing binary separation planes.</li> <li>• Programmed numerous aircraft simulation and support components.</li> <li>• Aircraft simulator integration and on-site installations.</li> </ul>   |                              |                  |

*References available upon request.*