

Chad Hoynacki

Bothell, WA

503•569•4096

cdhdigital@yahoo.com www.cdhdigital.com

More than 8 years of successful experience providing artistic, design and management leadership in the creation of computer graphics and video games. A proven range of leadership skills in pre-production, production, planning, marketing and management.

TECHNICAL:

Software: Maya · Max · UE3 · Unity · Adobe Photoshop · Zbrush · Mudbox · Adobe After Effects · Office
Production: Leadership · Management · Planning/Scheduling · Training · Mentoring · Storyboarding · Concept · Character Design · Environment Design · Marketing · Outsourcing · Agile · Scrum · Taleo · Flurry

WORK EXPERIENCE:

BladeStone, Edwards CO

2013 – Present

Creation of art assets including 3d models, textures, animation and FX.

Glu / Griptonite Games / Amaze Entertainment, Kirkland WA

2008 – 2012

Management of studio artists including training, recruiting, performance review and strategic staff planning. Use of proprietary game engines and Unity3D to create console, handheld, & iOS/Android games. As one of several leads on a F2P project, my duties included reviews of monetization and analytics for the title. Developed production guidelines for the studio and weekly critiques for up to 6 teams in production.

Select projects include:

- **Art Manager / Art Lead, Gears & Guts, iOS / Android** - Lead project art team of 3-5 artists from pre-production through ship. Set standards and pipeline for original IP. Concept, design, and creation of characters, vehicles, weapons, and environments. Research and development of mobile shaders and textures for use on the iOS platform. Contributed to UI design and implementation. Managed outsourcing and created marketing materials for iTunes and Google Play. Mentored artists both on and off team in Maya and Unity3D. Worked with programmers to push limits of mobile hardware.
- **Studio Environment Art Manager / Art Lead, Gladiator: Kinect, (POC), Xbox360** - Managed the studio environment art group of 7-11 people. Lead project art team of 4-5 from pre-production through completion. Set standards and pipeline for production. Completed in strict deadline of 3 weeks for E3 presentation. Oversaw outsourcing and final video editing.
- **Studio Environment Art Manager / Environment Art Lead, Green Lantern: Rise of the Manhunters, Nintendo Wii / Nintendo 3DS** - Managed the studio environment art group of 7-11 people. Lead project environment art team of 3 from pre-production through completion. Mentored interns and junior artists. Set standards and pipeline for environment production utilizing new engine. Helped setup and manage an internal studio in India for outsourcing.
- **Studio Environment Art Manager / Environment Art Lead, Marvel Super Hero Squad: The Infinity Gauntlet, Xbox360 / PS3 / Nintendo Wii** - Managed the studio environment art group of 7-11 people. Lead project environment art team of 3-6 from pre-production through completion. Set standards and pipeline for environment production. Concept, design, and contribution of environments & environment art. Assisted in FX, UI, and Cinematics. Managed outsourcing.
- **Environment Artist / Lighting Artist, Disney's Princess & The Frog, Nintendo Wii** - Added to team to adjust environment art to match Disney film quality & style. Creation of models, textures, and lighting rigs for environments. Mentored fellow artists in lighting techniques and styles. Completed in strict deadline for E3 presentation.

- **Environment Artist, Where The Wild Things Are, Xbox360 / PS3 / Nintendo Wii** - Creation of models, textures, and lighting rigs for environments. Assisted in developing standards and pipeline for lightmapping of environments.
- **Environment Artist, X-MEN ORIGINS: Wolverine, Nintendo Wii / Sony PS2** - Creation of models, textures, and lighting rigs for environments. Vertex lighting of environments and props. Assisted in creation of quicktime event battles. Produced art for 4 of 8 environments.

Liquid Development, Portland OR

2004 - 2008

Creation of additional art assets for AAA titles. Use of a number of proprietary game engines and Unreal Engine III. Management of up to 10 artists through project completion to client specifications.

- **Modeler, Texture Artist, Aliens: Colonial Marines, Gearbox / SEGA** - Creation of prop and tile set models, high poly models, diffuse maps, AO maps, specular and normal maps to be used in UE3. Project has since moved to proprietary game engine.
- **Modeler, Texture Artist, DragonAge, Bioware** - Creation of prop models, UV layouts, diffuse maps, normal maps, spec maps, and tint maps.
- **Modeler, Texture Artist, RockBand / RockBand II, Harmonix** - Creation of prop models, UV layouts, diffuse maps, normal maps, spec maps, and tint maps. Modeled and textured over 100 guitars, guitar variants, drum sets, speakers and props to be used in proprietary game engine.
- **Environmental Design & Model / Cinematic Modeler, UV Layout, WarHawk, DLC Incognito Entertainment, SCEA** - Creation of cinematic environments, full game environments, expansion pack environments, destructible environments, and LOD environmental elements. Assisted management of 6-12 artists.
- **Art Manager/Modeler/Texture Artist, Dirty Harry, (Unreleased), The Collective** - Creation of prop models, diffuse maps, normal maps, and spec maps to be used in proprietary game engine. Managed 4-6 artists.
- **Modeler/Texture Artist, Guitar Hero II, Harmonix** - Creation of prop models and textures to be used in proprietary game engine.
- **Environmental Modeler/Texture Artist, Lord of The Rings: Battle For Middle Earth, Electronic Arts** - Creation of environment set pieces, prop models, and textures to be used in proprietary game engine.
- **Environmental Modeler/Texture Artist, FATE, Wild Tangent** - Creation of environment set pieces, prop models, and textures to be used in proprietary game engine.

Shepherds-Pie Productions, Atlanta, GA

2004

Creation of human skin textures for feature film "The Bedbugs Movie".

FireLight Publishing, Sublimity OR

2003

Creation of pre-production art from published work BoneWalk by Kevin Howe.

Acuity Inc., Portland, OR

2001 - 2002

Assist in training & demonstration of Maya, Studio, and FreeForm for industrial design.

EDUCATION:

Bachelor of Science Degree: Computer Animation, Art Institute of Portland, Portland OR

High-end computer software/hardware, with an emphasis on traditional fine art techniques and professional practices.

Associate of Applied Arts Degree: Computer Animation with Honors, Art Institute of Seattle, Seattle WA

Traditional animation and computer animation and standard production practices.