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Objective To create tools and cinematic quality artwork for video games.

Experience

- 11/2011 – 2/2013 [Vigil Games | Senior Technical Artist](#) Austin, TX
- Implemented all in game cinematics.
 - Created tools for automating cinema exports.
 - Animated characters and managed outsource pipeline.
 - Shipped **Darksiders 2** for Xbox360, PS3, PC
- 1/2010 - 10/2011 [Timegate Studios | Senior Technical Animator](#) Sugar Land, TX
- Rigged & Skinned Xeno and Human characters for Aliens: Colonial Marines.
 - Animated aliens, marines, vehicles and implemented them using UE3 Matinee \ Kismet.
 - Created custom materials for Unreal 3: water, shields, glass
 - Shipped **Section 8:Prejudice** for Xbox360, PS3, PC
- 2008 - 2010 [EA Mythic | Senior Technical Artist](#) Fairfax, VA
- Rebuilt a non-functional environment art pipeline.
 - Wrote standalone xml and image browser in python script.
 - Managed EASH outsourcing studio to deliver game ready assets.
 - Shipped **Ultima Online: The Stygian Abyss** for PC
- 2006 - 2008 [NCsoft Austin | Lead Technical Artist](#) Austin, TX
- Created 3DS Max COLLADA exporter that supports models, textures, animations and triggers
 - Managed 5 artists and negotiated deals with outsourcing studios to create game assets
 - Established pipelines for all client side art processes from animation to character creation
 - Shipped **Tabula Rasa** for PC (core technology group)
- 2004 - 2006 [AUTODESK | Application Specialist](#) Austin, TX
- Demonstrated 3DSMax functionality to game, military, architectural and video clients
 - Trained many production studios in latest visualization techniques
- 2004 [Midway Austin | Artist](#) Austin, TX
- Created level, effects, and character animation as well as scripts
 - Shipped **Area 51** for PS2 and Xbox

- 2003 [Wolfpack Studios | Technical Artist](#) Austin, TX
- Created Max script Acclaim format motion capture importer/exporter
 - Created proprietary format animation exporter
 - Shipped **Shadowbane: The Rise of Chaos** for PC
- 2002–2003 [Digital Anvil | Cinematic Artist](#) Austin, TX
- Generated high resolution textures for Maya rendered Mission Briefings
 - Created facial expressions and Viseme shapes for four characters
 - Shipped **Brute Force** for Xbox
- 2001–2002 [Point of View | Technical Artist](#) Austin, TX
- Worked with converting models and animations from Maya to Max
 - Shipped **Scorpion King** (PS2), **Smash and Drive** (port) and **Spy Hunter** (port)
- 1999–2001 [Kinesoft Development | Lead Animator](#) Austin, TX
- Directed motion capture session at Performance Capture Studios
 - Managed 2 animators as well as a SWAT officer at a mocap shoot
 - Tracked and managed the cleaning of over 500 pieces of motion capture
- 1996–1999 [Origin Systems | Graphic Specialist](#) Austin, TX
- Animated monster characters for Ultima Online
 - Created the cover art for Computer Games Strategy Plus May 1999
 - Shipped **Wing Commander Prophecy** (PC) and **Ultima Online: The Second Age** (PC)

Tools

- Experienced with 3DS Max, Maya, zBrush, Photoshop
- Experienced scripter, including Python, MaxScript and Mel

Skills

- Writing scripts to create custom tools and automate tasks
- Working closely with programmers to push technology
- 3D modeling and texturing
- Animation and editing motion capture