

DALLAS ROBINSON

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Portfolio: www.dallasrobinson.net

Videogame Industry professional with nine years of experience and credited with four released AAA games. Comfortable with both taking a leadership role as Art Director and as an Environment artist. Capable of working in multiple art styles and communicating with artists to maintain a cohesive vision of the final product. Able to work quickly and efficiently under tight deadlines and limitations while maintaining high artistic quality.

Experience

Art Director, 2012 to Present

Company: WayForward

- ◆ Manage budgets, creative deliverables, for both in-house and outsource teams for all phases of software development. Representative clients include SNK Playmore, Cartoon Network, Disney, GungHo.
- ◆ Management of various sized teams with seamless communication with project managers, game designers, and programmers. Clean art integration while fulfilling needs of system limitations for an optimized user experience.
- ◆ Visualize and create concept art for use in production while clearly communicating these ideas to others in all fields of development. Familiar with shader, rigging, and various rendering technologies and techniques.
- ◆ Effective mentoring and conflict resolution skillset.
- ◆ Extensive knowledge of brands and brand integration in digital media for compelling gameplay
- ◆ Art-directed several intellectual properties, including:
 - ✦ Adventure Time: Puzzle Quest (iOS, Android,)
 - ✦ Adventure Time: The Secret of Nameless Kingdom (Playstation 3, Xbox 360, Nintendo 3DS, PC)
 - ✦ Loony Tunes & Scooby Doo Cartoon Universe: Adventure (Nintendo 3DS, PC)

Environment and Texture Artist, 2006 to 2012

Companies: Wayforward, Disney Interactive, Whistlers World, ThatGameCompany, High Impact Games

- ◆ Conceptualized level aesthetic utilizing basic maps from the Design department
- ◆ Created quality textures and assets for games and cinematics while staying within budget and time constraints
- ◆ Model, texture, and light complete levels from scratch
- ◆ Correct difficulties with assets by coordinating with Design and Programming departments
- ◆ Several shipped titles, including:
 - ✦ Transformers: Rise of the Dark Spark (Nintendo 3DS, Jun. 2014)
 - ✦ Adventure Time: Explore the Dungeon Because I Don't Know! (PS3, Xbox 360, Nov. 2013)
 - ✦ Centipede: Infestation (Wii, 3DS, Dec. 2011)
 - ✦ Journey (PSN, Jun. 2012)
 - ✦ Jak and Daxter: The Lost Frontier (PSP, PS2, Sept. 2009)

- ✧ Secret Agent Clank (PSP, June 2008)
- ✧ Ratchet and Clank: Size Matters (PSP, PS2, Feb. 2007)

Education

Rhode Island School of Design, Providence, Rhode Island
BA in Illustration, 2002

Academy of Art, San Francisco, California
MA in Computer Animation, 2006

Computer Programs

Adobe Photoshop, Autodesk Maya, Unity 3d, 3D Studio Max, Z Brush, Sculptris, Adobe After Effects, Adobe Premier