

TECHNICAL ARTIST graphic + user interface design
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OBJECTIVE

To work on improving art pipelines, optimize performance, build tools and solve player interface/experience problems for video games.

EDUCATION CMU + UCONN

Carnegie Mellon University (CMU) - Masters of Entertainment Technology

Fall 2006 - Spring 2008

A graduate program focused in training students to work on cross-discipline teams of artists + programmers under tight deadlines with real-world clients to create video games and theme/location-based entertainment.

University of Connecticut (UConn) - Bachelors of Fine Arts: Communication/Graphic Design

Fall 2000 - Spring 2006 - Napier Foundation Scholarship 2004 + Undergrad Research Fund 2004

An undergraduate program that establishes well rounded art fundamentals in printmaking, photography, illustration, sculpture, and graphic design taught by graduates of the Yale School of Design.

PROFESSIONAL EXPERIENCE 1997 - 2015

I have over 16 years experience working on interactive media starting in web development to working on AAA game IPs.

2015 Alpaca Space Lab, LLC. - Sunnyvale - alpacaspacelab.com - CEO, Founder, Lead Technical Artist

2015 - Alpaca Space Lab - Technical Artist - **Unannounced** - Mobile, Android/Fire/Apple TV, PC/Mac - Programming, Art, Design, Sound

2015 - Alpaca Space Lab - Technical Artist - **Squirrel Away** - Mobile, Android/Fire/Apple TV, PC/Mac - Programming, Art, Design, Sound

2015 - Alpaca Space Lab - Technical Artist - **Dino Walk Simulator** - Mobile, Android/Fire/Apple TV, PC/Mac - Programming, Art, Design, Sound

2009 - 2015 Electronic Arts, Inc. - Redwood Shores

2015 - The Kraken Institute - Technical Artist - **Minions Paradise** Mobile Game on iOS/Android - Art pipeline and minigame prototypes

2014 - The Kraken Institute - Technical Artist - Unannounced/Canceled Mobile Game with TV Animation IP - wrote Flash tools

2014 - The Kraken Institute - Argonaut Team - Technical Artist - Created over 6 Mobile Game Rapid Prototypes in Unity

2013 - Capital Games - Technical Artist - **Heroes of Dragon Age** - Tools, pipeline, VFX, materials/shaders in Unity

2013 - BioWare EA Redwood Shores - Technical Art Lead - Unannounced/Canceled mobile game in

Unity3D for iOS/Android. Lead a team of 3 artists and 1 technical artist developing BioWare quality AAA mobile art

2012 - BioWare SF - Associate Technical Artist - **Mass Effect 3: Datapad** - iPhone/iPad - Converted UI from Mass Effect 3 to work on iOS

2010-11 - EA 2D/BioWare SF - Associate Technical Artist - **Dragon Age: Legends** on Facebook/Google+ - Pipeline

2010-11 - EA 2D - Associate Technical Artist - **Dragon Age: Legends Mobile** on iOS/Android/HTML5

2009 - EA 2D - UI Artist - web + video support on **Dragon Age: Journeys and WeeWar.com**

2009 - LoadComplete, Inc. - South Korea - www.loadcomplete.com - UI Artist, 3D Artist, Web Developer, DevOps

- helped startup social mobile game studio

2008-9 - Cooliris, Inc. - Palo Alto - www.cooliris.com - UX/UI Designer, UX Prototyper - design UI assets for FireFox/IE plug-in + iPhone App, still + interactive UI mock-ups, in-client advertisement campaign posters + UI themes for over 30 brands including **Axe, Infiniti, Puma, Dior**

2008-9 - **Trino** - Xbox Live Indie Game + MS **DreamBuild Play Finalist** - CMU student game project created in residence at Electronic Arts Redwood Shores - 6 member team - **Art Lead** - UI, character art + animation, game design + story

2007 - CMU - Building Virtual Worlds course - *teaching assistant for VR course in 2D+3D art, UI art, interaction+game design*

2007 - SimOps Studios, Inc. [later WildPockets, acquired by AutoDesk] - UI Artist, Technical Artist - designed UI mock-ups + created interactive 3D web version of product for demos

2006 - 2007 - CMU - grad student - Technical Artist, UI/UX Designer, 3D Artist, Producer, Project manager on 9 projects of 4-15 team members

- **Entertainment Technology Center (ETC)** - client - 2007 - designed touch screen UI for a Star Trek themed reception area

- **Northrop Grumman** - client - 2007 - artist on 7 member team - created UI, 3D effects, aircraft, environment, and contributed to game design for recruitment/job fair video game

- **Building Virtual Worlds** - 2006 - worked in 5 teams of 4 grad students creating 3D HMD VR interactive experiences

- **ETC** - client - 2006 - RenderFarm Team - worked in team of 14 to build 50 node render farm

2005 - 2006 - UConn - Design Center - a student graphic design studio - Print + Web Designer

- **Center for Latin American & Caribbean Studies** - client - 2006 - designed postcards, posters + web site for conference

- **Latin American Caribbean & Latino History** - client - 2006 - updated content + provided client editing tools

2005 - 2006 - UConn - Fine Arts Department - *maintained over 40 classroom Macs + 5 network printers in a 10 member team*

1997 - 2007 - UConn - College of Agriculture+Natural Resources - acted as **multimedia/web/3D lead** in 3 person design studio for **10 years**.

- **Cooperative Extension** - client - 2006 - Water on the Move - web site with interactive 3D terrain teaching water quality

- **Plant Science** - client - 2002-06 - Multimedia CD with 3D to teach students grass identification. Used in universities nation-wide.

SKILLS

- Video Game Development - Mobile, Web Browser, PC - Unity 3D, Flash, HTML, C#, JavaScript, JSFL. Rapid gameplay prototyping + VR
- Video Game Art - Pixel Art, Vector Art, Mobile + HD 3D Modeling, Rigging, Animation. VisualFX, Shaders, Tools, Art Pipelines [Flash, Maya, 3D Coat, MAX, Cg]
- Team Management - JIRA Tasking, project scheduling, AGILE running sprints and standups, art outsourcing
- Dev Ops + Web Development - JS, PHP, MySQL, XML, RSS, Unix Shell, Windows Batch, Perforce, SVN, git, Jenkins
- Print/Video - postcards, posters, books, brochures, banners, silk screening/t-shirt, logo + identity design [InDesign, Photoshop, After Effects]

looking forward to hearing from you ☺