

Ken Proudfoot

Technical Artist / Animation / Rigging
Santa Clara, CA 95050
408.835.0788

My Portfolio:

<http://portfolio.kenproudfoot.com>



<http://www.linkedin.com/in/kenproudfoot>

Scripts etc. at Creative Crash

<http://www.creativecrash.com/users/ken-proudfoot>

About Me:

I'm a highly self-motivated, proactive Technical Artist/UIx-HCI Artist/Animator. I have been in the video game industry for over 13 years, and have worked on 17 shipped titles to date, on various target platforms from PS1/2, XBOX & Wii consoles to PSP and iPhone hand-held devices, working in many varied positions such as a 2D Artist (UI and FX), 2D/3D Animator, 3D Modeler/Texture Artist, and Technical Artist. I am an Animation graduate from CalArts. As a contractor for Hooked Wireless Inc, I have both co-designed their editor system, and created multiple working demos and mockups for clients such as Google, Audi, and BMW to name a few.

I have held Lead Artist, Lead Animator and Lead Technical Artist positions. Currently I am the Technical Art Director for an Online Social Game, where I am responsible for all Art Tech related issues and planning, but I also do all of the UI artwork for the current product line. Prior to that, I was a co-founder of Portable Zoo, Inc. and the artist responsible for all 2D/3D game and shell art, as well as some Particle and Sound FX for a series of iPhone games. For many years (8+) I was the Principal Technical Artist acting as the liaison between the Art and Programming departments for a THQ owned studio, I was involved in designing and maintaining our production Art pipeline as well as the creation of our Maya art tools (using MEL).

I am a graduate of California Institute of The Arts (founded by Walt Disney) where I studied Experimental Animation and received my BFA ('96) and MFA ('98) in Computer/Film Animation. Prior to that, I earned an AA ('92) in Graphic Design from Monterey Penn. College.

Aside from my Technical Art skills, my other art talents are character rigging and animation, as that is where my background and College degrees were focused. Most recently, I created a detailed bipedal rig, co-designed the animation system, and animated the NPC characters of a military genre, multi-weapon class, cover system based video game. In the past I have rigged and animated various objects/characters for FMV and In-Game resolutions, such as the vehicle/facial rigs for PIXAR's CARS PSP Video game, motocross racing/stunt characters in THQ's MX series, to robotic/animal type characters in a Power Rangers title. Modeling, texturing, and lighting are also in my skill set, as well as creating GUIs and Shell art. I have great overall skills and can be of benefit to many other areas of development, including sound design, particle systems, and even web/ad design for both internal and external web.

My managing experience consists of leading a group of artists through many facets of game development as a Lead Artist, Lead Animator and Lead Technical Artist. My managerial duties included tasks such as; Art/Animation critique (both group and individual); asset creation scheduling, tracking and follow up; leading team meetings; countless interviews with prospective

Art, Programming, Design and Production candidates; working with other department leads for scheduling and task synchronization; training artists on new and emerging tech and tools as well as creating a documented environment for new artists to learn our tools and pipeline; and the more mundane managerial tasks such as time cards, time off approvals, and disciplinary issues.

Thanks for your consideration, please check my references section at the bottom.

Employment/ Positions Held:

RealifePlus, Inc: Technical Art Director 5/2010-present

Technical Artist: Companion Style Studio™, Fashion Face-Off™ (PC/Web Based Social Games)

2D Artist: (All UI, Marketing Art): Companion Style Studio™, Fashion Face-Off™ (PC/Web Based Social Games)

Portable Zoo, Inc: Technical Art Director / Artist / Co-Founder 12/2008-12/2010

Technical Art Director: Letter Bug™, QuickTurn™, Karuki Rescue!™, Tripletters™, Boomerang AR™, Bubbles Bubbles!™ (iPhone)

2D Artist: (All Shell, Game Art, Particles): Letter Bug™, QuickTurn™ Halloween, Karuki Rescue!™, Tripletters™ (iPhone)

Hooked Wireless, Inc: Contract 3D Artist 2/2009-present (contractor)

3D Artist: Artwork for various UI mockups for clients such as Google, Audi and BMW. Co-designed Hooked Wireless' art pipeline and icon/object placement system. Created Art Tools documentation and performed live demos of tools for prospective clients.

Locomotive Games (THQ, Inc.): Studio Technical Artist 2004-2008

Principal Technical Artist: Studio Tech Artist (Wii/PSP)

Lead Animator/Tech Artist: *undisclosed/canceled title* (Wii)

Lead Artist: Destroy All Humans!™ Big Willy Unleashed (Wii/PSP)

Core Tech/Art Support: in-house proprietary tools group (PSP/Wii/DX9)

Pacific Coast Power & Light (THQ, Inc.): Senior 3D Artist 1998- 2004.

Senior Animator: PIXAR's Cars!™ (PSP)

Lead Tech Artist / Lead Animator: Power Rangers: Dino Thunder™ (PS2,GC)

Lead Artist: MXSuperfly© (PS2,XBOX)

Lead Animator: MX2002© (PS2)

Animator & 3D Artist: JetMoto3© (PSX)

PIXAR Animation Studios: 2D Artist 1996

2D Artist: Interface designs, various art for ToyStory™ Animated Storybook & ToyStory™ Activity Center

Growing Up in Santa Cruz (magazine): Graphic Artist 1995-96

Graphic Artist: Cover page layouts, inner ad designs.

Ryan Ranch Printing: Lead Graphic Artist 1993-1994

Graphic Artist: Head artist designing brochures, business cards, restaurant identity art, etc.

Education:

California Inst. Of the Arts - M.F.A. degree: Film/Video- Major: CG Experimental Animation 1998

California Inst. Of the Arts - B.F.A. degree: Film/Video (Experimental Animation Dept.)1996

Monterrey Peninsula College - A.A. degree: Graphic Arts 1993

Games Experience: *(in reverse chronological order)*

Companion Style Studio™ (PC/Web/Facebook dev: **RealifePlus**) [currently in pre-beta]
Senior Technical Art Director/ 2D UI Art: *Responsible for art tech, created all UI and marketing artwork, character/clothing skinning.*

Bubble Bubbles™ (iPhone dev: **Portable Zoo**)
Technical Art Director/ Bubble FX/Artwork: *Responsible for art tech, created bubble art and effects.*

Boomerang AR™ (iPhone dev: **Portable Zoo**)
Technical Art Director/ Modeling/ Sound FX: *Responsible for all art tech, created a subset of the boomerang models. Created/Designed all Sound Effects.*

Tripletters™ (iPhone dev: **Portable Zoo**)
Technical Art Director/ All Artwork/UI/ Sound FX: *Responsible for all art tech, created all background art and game Shell/UI art. Created/Designed all Sound Effects.*

Karuki Rescue!™ (iPhone dev: **Portable Zoo**)
Technical Art Director/ Character & Environment Art, Sound, Particle FX: *Responsible for all art tech, created all background, character art and game HUD art, Created all Shell Art, created/Designed all Sound Effects, created particle FX.*

Letter Bug™ (iPhone dev: **Portable Zoo**)
Technical Art Director/ Environment Background Art: *Responsible for all art tech and art pipeline creation and support, created all background art and game HUD art, designed and implemented company website and product release media pages.*

Red Faction™ B.E.A.S.T. **cancelled 10/08** (Wii dev: **Locomotive** pub: **THQ**)
Lead Tech Artist / Animation Lead: *Animation Lead, created all character rigs, designed animation set/system for an extensive military type shooter with 'cover' and multiple weapon classes. Scheduled and maintained the animation lists. Tech Team Lead for the technical art team, creation of artist tools (MEL scripting). Also responsible for designing the Art Pipeline, art tools, and created a wiki/HTML/video art intranet and populated by documenting all processes and tools used by the art team.*

Destroy All Humans: Big Willy Unleashed© (Wii dev: **Locomotive** pub: **THQ**)
Lead Artist/Principal Tech Artist : *Art Team leading, scheduling of all artists, design input, full game asset list creation, animation tree/system design, modeling of assets, creation of artist tools (MEL scripting, one of which was a basic object placement system for populating the world with destructible buildings and foliage in the game editor).*

PIXAR's Ratatouille© (PSP dev: **Locomotive** pub: **THQ**)
Animation TD: *Animation setup of in-game rigs, during beta remapped all previously done animations onto the new character due to a major character design change from PIXAR. Worked on Beta fixing world collision issues..*

PIXAR's Cars© (PSP dev: **Locomotive** pub: **THQ**)
Senior Animator/ 3D Artist: *Character Animation, animation setup of in-game rigs, animation R&D, design and scheduling, modeling.*

Power Rangers: Dino Thunder!© (PlayStation 2/Gamecube dev: **PCP&L** pub: **THQ**)
Senior Animator/ 3D Artist: *Character Animations, animation system design and scheduling.*

TECH Lead (art): *Worked with Advanced Technology programming team to design/test/optimize art pipeline, test RW graphics art development environment.*

MX Superfly© PS2 (PlayStation 2/XBOX/Gamecube dev: PCP&L pub: THQ)

Lead Artist: *Team Lead, Art Process Optimization, Art Design/Approval, texturing/modeling/rider animation, track design, minor MEL scripting. Main liaison with art department on Gamecube sku, Technical Art Lead on XBOX sku.*

MX 2002© PS2 (PlayStation 2/XBOX dev: PCP&L pub: THQ)

Lead Animator/ 3D Artist: *Modeling, texturing, ALL character animations, animation system design, character I.K. design/setup, rider UV design.*

WWE Crush Hour© PS2 (PlayStation 2 dev: PCP&L pub: THQ)

3D Artist: *Modeling, texturing, animation of various props. Animated character taunts, environmental animations.*

JetMoto3© (PlayStation One dev: PCP&L pub: 989 Studios)

3D Artist/ Animator: *Modeling, texturing, ALL character animations, character design/setup.*

Nuclear Strike© (Nintendo 64/ dev: PCP&L pub: THQ)

3D Artist: *Modeling, texturing, down rezzing assets.*

Road Rash© (Nintendo 64/ dev: PCP&L pub: THQ)

3D Artist: *Character animation support during beta.*

Toy Story Animated Storybook© (PC CDROM/ PIXAR-Disney Interactive)

2D Artist: *Graphic design.*

Toy Story Activity Center© (PC CDROM/ PIXAR-Disney Interactive)

2D Artist: *Graphic design, localization.*

Skills/Experience:

Management:

Team leading. Lead Tech Artist for Advanced Technology Group (Art pipeline, art process/specs documentation, efficiency design, tech development, artist training). Asset management, Asset scheduling, creation of initial asset lists from design docs. Lead artist on multiple shipped, licensed titles (manage approx 8-15 artists). Worked closely with Production, Design, and Engineering teams to facilitate new tools to streamline the overall development pipeline.

Tech:

Assisted engineers in creating our own proprietary engine, editor, and exporter. Experience designing and maintaining an art pipeline for multiple target platforms, and creation of various Maya tools via MEL scripting language. Experienced in (and enjoy) pre-production Art Tech R&D. Recently created and maintained a central repository of Rules and Process for the studio artists. Training artists on current and emerging technologies and techniques where applicable to the platform and tools. Studio contract manager for Autodesk (responsible for communicating with Autodesk on all Maya bugs and software issues).

Art:

2D Shell and UI design/implementation, 2D and 3D animation, character rigging, character & environment modeling, and texturing. Animation tree/system design and character rigging for games from racing, to platform, to shooters; in resolutions from FMV to in-game. Worked with license holders throughout the art approval process on multiple titles.

Programming/Scripting:

Maya MEL scripting (various production scripts, as well as some available on HighEnd3d), HTML/JavaScript, basic PERL/LUA scripts, PASCAL, WDL scripting. I have experience setting up lower end mail, ftp and HTML servers, as well as wiki, forum, and blog-type network based applications, and web page design via either GUI or direct HTML. I was responsible for designing/creating the company intranet web pages.

Software/Hardware:

Maya, Photoshop, 3DSMax (not recently), Dreamweaver, Flash, Illustrator, MS Project, various proprietary apps, Quake-based (BSP) level editors. Experienced with *PlayStation*© 1,2 & PSP, *XBOX*©, and *Wii*© development environments and art devkit setup and use.

Other:

Proficient in building PC based computer systems, as well as evaluating/ consulting for PC based systems upgrades and purchases. Experience in building websites, intranet pages, as well as setting up internal servers- wiki pages, forums and the like.

References Available Upon Request

Recommendations:

***More recommendations can be found here:** <http://tinyurl.com/ken-proudfoots-refs>
(LinkedIn Rec. Section)

“Does your studio have a person that everybody goes to in order to get straightforward answers to difficult questions/challenges? Well for our studio, if there was a technical question involving art/animation, Ken was that "go to" guy. He offers years of experience with complex animations, hardware strengths/weaknesses, methods/processes of building up a level from scratch. He demands that risk is proved up front to determine budgets and limitations early-on. Not just a source of vital information, Ken is very hands-on and I've enjoyed watching him make huge contributions to our shipped products. He's also constructed animated models/videos for benchmarking needs, that tend to double as impressive stakeholder presentations (a talking Lightning McQueen featuring Owen Wilson's voice from the movie *Bottle Rocket* comes to mind). He plays and analyzes competitive games to improve our studio creations.” November 9, 2008

[David Gray](#), *Executive Producer, THQ / Locomotive Games*

“Ken is a great Technical Artist and manager. Has a lot of skills in animation as well. Have worked with Ken for 10 years and would work with him again, anytime. Highly recommended.” November 5, 2008

[Don Traeger](#), *President/Founder/GM, Locomotive Games*

“Ken is a very knowledgeable technical artist and is very easy to work with. He has great technical sense as an artist, understanding the technical limitations and will always work closely with you to come up with a compromising solution between what artists want and what is feasible. I've had a great time working with Ken and I'm sure everyone else will too.” May 28, 2008

[Andy Chien](#), *Software Engineer, THQ / Locomotive Games*