

# Ken Proudfoot

Technical Art / VFX / UI-UX / Animation / Rigging  
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## Highlights:

- 20+ years in Video Game Development. (THQ, Pixar, Zynga, Disney Interactive)
- 7+ years in Web Design
- 22 shipped titles (N64, PS1, PSP, XBOX, Wii, iOS, Android/Amazon, Windows Mobile, and Facebook).
- **BFA / MFA** Film degrees (CG Animation) from Calif. Inst. Of the Arts.
- **AA** Graphic Design degree.
- Unity3d, Maya, 3DsMax, MEL/Python/MaxScript scripting, C#, CG Shaders (hlsl variants), JavaScript, PHP, CSS, HTML, CSx (Adobe CS Suite)
- Extensive rigging and animation experience. Responsible for rigging vehicles/characters on numerous high profile licensed titles from Pixar, Zynga, Disney, and THQ.
- Management and Team Lead experience (Responsible for 2 to 20 artists/designers.).
- Experience building/design/evaluating engine/editor development tools and artist DCC workflow tools.
- Rapid prototyping in Unity3d, can handle many facets of the engine.
- Experience in implementing 3<sup>rd</sup> party interchange file formats (Collada, FBX, VRML, etc.).

## Employment:

- **Principal Technical Artist / VFX Artist** **Oct 2013-present**  
*Disney Interactive, Inc:*  
Managed 7 Tech Artists and a VFX Artist on MARVEL and Star Wars IPs for mobile. Wrote Unity3d and Maya tools. Engine/Editor implementation of game assets (Creating VFX, Asset Pre/Post processors, State Machines, UI). For the last 2 years, worked as part of a 6-man Prototype team, where I created VFX, wrote Unity3d/Maya tools and exporters, 3d and 2d Shaders, rigged, animated, as well as UI creation and support.
- **Principal Technical Artist** **Nov 2012- Oct 2013**  
*Zynga, Inc:*  
Responsible for creating/managing art pipeline for Unity3d based mobile project. Created 3dsMax and Maya tools for exporting and processing 1000's of assets into Unity3d engine. Created and maintained technical art documentation, guided 'on boarding' of new artists.
- **Technical Art Director** **July 2011- Nov 2012**  
*RealifePlus, Inc:*  
Responsible for managing art team, art pipeline support. UI flow (UIX) design as well as UI Art. Created Maya tools for exporting clothing items into Unity3d engine. Perform various web/IT related functions. Responsible for Apple iOS device provisioning and Facebook app integration.
- **Lead Technical / UI-UX Artist** **Feb. 2009-June 2011**  
*Hooked Wireless, Inc:*  
Designed the art-side of proprietary editor for creating 3D UI on mobile & vehicle-display devices. Created/implemented art and UI. Worked with clients to define product solutions. Provided remote training/demos for clients.

- Technical Art Director/ Artist / Co-founder** **Dec. 2008-May 2009**  
*Portable Zoo, Inc:*  
 Defined art tools and processes. Created art workflow tools for Maya artists. Lead small team of artists and designers. Worked on level design, sound design and implementation. Created a full 'track' system which allowed users to create their own racetracks on iOS.
- Principal Technical Artist** **June 2004-Nov. 2008**  
*Locomotive Games, Inc:*  
 Lead technical art team as part of 'Advanced Technology Group.' Co-designed proprietary editor/exporter system to replace RenderWare; used on multiple-shipped titles. Designed and created animation system and rigs for a FPS (Red Faction for Wii). Created object placement tool (Maya) for *Destroy All Humans* (Wii). Did all rigging and character development for Pixar's *Cars* and *Ratatouille* for PSP.
- Senior 3D Animator** **Oct. 1998-May 2004**  
*Pacific Coast Power & Light, Inc:*  
 Modeled/Textured characters and environments. Lead animator/rigger on MX (motocross stunt racing) and Power Rangers titles. Art Lead on MX Superfly franchise.
- 2D Artist** **Mar. 1996-Oct. 1996**  
*PIXAR, Inc:*  
 Responsible for UI, Localization, and various artwork on 2D versions of popular kid's titles (Toy Story).
- Graphic Designer** **Feb. 1995-Feb. 1996**  
*Growing Up In Santa Cruz:*  
 Created magazine covers (monthly) and overall article/ad layouts for various client ads.
- Graphic Designer** **Jan. 1993-July 1994**  
*Ryan Ranch Printers:*  
 Responsible for all layout and artwork designs. Worked on brochures, menus, etc. Pre-press preparation.

## Games Experience:

- Star Wars: Commander™ (iOS, Android/Amazon, Facebook, Windows Mobile)
- Farmville2 Mobile™ (iOS, Android) (unreleased)
- Personal Shopper™ (iOS/Web)
- Companion Style Studio™ (Web/Facebook)
- Bubble Bubbles™ (iPhone)
- Boomerang AR™ (iPhone)
- Tripleletters™ (iPhone)
- Karuki Rescue!™ (iPhone)
- Letter Bug™ (iPhone)
- Red Faction™ B.E.A.S.T. cancelled 10/08 (Wii)
- Destroy All Humans: Big Willy Unleashed© (Wii)
- PIXAR's Ratatouille© (PSP)
- PIXAR's Cars© (PSP)
- Power Rangers: Dino Thunder!© (PlayStation 2/GameCube)
- MX Superfly© PS2 (PlayStation 2/XBOX/GameCube)
- MX 2002© PS2 (PlayStation 2/XBOX)
- WWE Crush Hour© PS2 (PlayStation 2)
- JetMoto3© (PlayStation One)

- Nuclear Strike© (Nintendo 64)
- Road Rash© (Nintendo 64)
- PIXAR's Toy Story Animated Storybook© (PC)
- PIXAR's Toy Story Activity Center© (PC)

## Education:

- **M.F.A. degree: Film/Video-** Major: CG Experimental Animation **Calif. Inst. Of the Arts - 1998**
- **B.F.A. degree: Film/Video-** (Experimental Animation Dept.) **Calif. Inst. Of the Arts – 1996**
- **A.A. degree:** Graphic Design **Monterey Peninsula College – 1993**

## Skills:

### Tech:

Created various Maya tools via MEL/Python, created processors and tools for Unity3d Editor. Experienced with node based Shader and State Machine editors. 7+ years of Unity3d experience. Assisted engineers in creating proprietary engine, editor, and exporter for multiple studios. Experience designing and maintaining an art pipeline for multiple target platforms. Experienced in (and enjoy) pre-production Art R&D and Rapid Prototyping. Trained artists on current and emerging technologies and techniques where applicable to the platform and tools.

### Art:

VFX Particle Systems, 2D UI design/flow/implementation, 2D and 3D animation, character rigging, character & environment modeling, and texturing. Animation tree/system State Machine design and character rigging for games from racing, to platformers, to shooters; in resolutions from FMV to handheld to high res consoles. Worked with many license holders throughout the art approval process on multiple titles including WWE, MARVEL, Lucasfilm, PIXAR, Disney, THQ, BBC, and Google.

### Programming/Scripting:

Maya Python/ MEL scripting, C#, Unity Editor/IMGui, CG Shaders, HTML/JavaScript, WDL, UnityScript, PHP. I also have experience setting up mail, version control, ftp and HTML servers, as well as wiki, forum, and blog-type network based applications. Extensive web design/ development experience, have set up MySQL, MongoDB, and PHP dynamically driven sites.

### Management:

Team leadership. Lead Tech Artist and Mentor of a 7 Tech Artist department for Disney. 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 art asset lists from design docs. Lead artist on multiple shipped, licensed titles (managed approximately 8-15 artists). Worked closely with Production, Design, and Engineering teams to facilitate new tools to streamline the overall development pipeline.

### Software/Hardware:

Maya, Photoshop, Unity3D, 3DSMax, Dreamweaver, Flash, Illustrator, Perforce, SVN, Git, MS Project, various proprietary apps, Quake-based (BSP) level editors. Experienced with PlayStation© 1, 2 & PSP, XBOX©, Wii©, Facebook, and iOS/xcode development environments. Experienced in iOS and Facebook development and provisioning.