

Scott Shepherd

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3D Art / Tech Art Lead

- 15+ Years' Experience
- Content Creation
- Leadership Experience
- Art Direction
- Content Pipeline Design
- Technical R&D

Bungie LLC, Bellevue, WA

2008 - present

Technical Art Lead (3D), *Destiny, Destiny : The Taken King*

2010 - present

- Responsible for designing and improving workflow, tools, and graphics features as they pertain to all characters, vehicles, and weapons in the Destiny Universe.
- Developed large scale customizable content system to efficiently create and manage hundreds of weapons and armors.
- Worked closely with graphics engineers to implement a robust dynamic material system to achieve a huge variety of surfaces that can be applied to 3D models and modified in real time.
- Helped plan and implement conversion of existing 3D Material system to PBR including tools to automate. thousands of legacy content textures.
- Worked closely with tools engineers to develop in house software to manage, build, and profile 3D assets.
- R&D and integration of third party tools into 3D workflow to improve quality and efficiency of the 3D Team.
- Worked with Technical Art Director to establish best practices to maintain quality and consistency across 3D assets and all other art department
- Shader and material look development for exotic and fantastical materials.
- Managed and set memory and performance budgets for 3D content.
- Wrote script based tools in Maya and Photoshop to expedite and ease content creator workflows.
- Created 3D content including lots of prototyping for Destiny combatants and armor sets.

3D Art Lead, *Halo Reach*

2008 - 2010

- Lead a team of 8 artists responsible for creating character, vehicle and weapon content for Bungie's flagship IP.
- Provided day-to-day art direction to the team and represented team's accomplishments and best interests in broader meetings.
- Worked closely with design and engineering team leads to ensure alignment of art content with the design and technical requirements of the game.
- Managed content pipeline redesign and improvement
- Provided technical research and development for proposed graphics features.
- Created original character, vehicle and weapons content.

3D Art Lead, *Halo 3: ODST*

2008

- Lead a team of 3 artists responsible for creating character, vehicle and weapon content.
- Created original character, vehicle and weapons content.
- Balanced quick production and quality work due to shortened production schedule.

Monolith Productions, Kirkland, WA

2005 – 2008

Lead Character Artist, *Condemned 2: Bloodshot*

2006 – 2008

- Lead a team of 5 artists responsible for creating character and weapon content.
- Provided task direction, schedule organization, and workflow planning for the team.
- Provided day-to-day art direction including deliverable critique and review.
- Ran cross-team character design meetings which established design direction and behavior of characters in the game.
- Conducted technical research related to desired graphics features and process improvements; wrote proposals for new tools and shader requests.
- Created real-time and cinematic assets for the game and related marketing assets.

Character Artist, *Condemned: Criminal Origins*

2005 – 2006

- Designed and created a large percentage of characters seen in this project.
- Modeled, textured, and skinned characters, established related physics and integrated them into the game engine.
- Mentored several of the team's junior-level artists.

Turbine Entertainment Software, Needham, MA

2000 – 2004

Senior Artist, *Dungeons & Dragons, Lord of the Rings*

2002 – 2004

- Designed, modeled and textured original characters for high-profile fantasy IPs.
- Conducted art process research and development to improve quality and speed of art asset creation; including hand painted and high poly generated Normal Maps, texturing processes and tool improvements.

User Interface Designer / 3D Artist, *Asheron's Call 2*

2000– 2002

- Organized complex information systems into presentable and cohesive user interfaces.
- Collaborated closely with design and engineering teams to write specs on each system, which had to be approved by the publisher.

- Created all 2- and 3-dimensional art assets required by the UI.
- Participated in usability studies, feature prioritization and schedule creation.
- Modeled and textured weapons, armor, monsters, architecture and landscape objects.

User Interface Designer / 2D Artist, *Asheron's Call: Dark Majesty* 2000

- Designed and created assets required to add housing management into an already-established UI style and paradigm.
- Created 2-dimensional icons for use in the game.
- Created artwork for use in marketing materials and related advertisements.

Crytek Studios, Global Internet **1999-2000**

Concept and Texture Artist, *Engalus /FarCry*

- Developed original conceptual drawings for characters, environments and weapons for technology prototype that would later become the FarCry engine.
- Created tileable environment textures for use in level designs.

Education, Software and Other Skills

Education: Massachusetts College of Art: Bachelor of Fine Arts in Illustration

Software: Photoshop, Maya, 3ds Max, Zbrush, Mudbox, After Effects, Marvelous Designer, Substance Designer, Substance Painter.

Scripting: Mel,Python, some PERL, and beginning to learn C#.

Other Interests: art, design, writing music, movies, punk rock, hip hop, soccer, and giant robots.