

Richard Larson

Senior Game Artist

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Professional Summary:

My years in the industry have rewarded me with some mentorship and leadership roles, but still enjoy being hands on with content when I have the opportunity. I have worked on characters, environment prop, rigging, vehicles, materials/shaders, and R&D. Much of my work history has been in outsourcing, coordinating with internal and external teams. I enjoy developing processes and pipelines to facilitate creativity without compromising predictability, sustainability, or efficiency. Results matter, but enjoying the journey is also important.

Skills:

Art, Design, Critique, Time Management, Mentorship, Pipeline Design, Character Modeling, Rigging, Shaders, Particles, Procedural Processing.

Software:

3DS Max, Maya, Zbrush, Substance Painter, Substance Designer, Unreal Engine, Adobe Creative Suite, Softimage, Mudbox, proprietary engine and tooling, Microsoft Office, Jira, Gluon, Perforce, and many other production packages.

Education:

Art Institute of Seattle
Animation and Design Degree

Work History:

Cryptic Studios

2018-Present

Senior Outsource Integration Artist

I am responsible for developing outsourcing pipelines, review processes, reviewing vendor assets for visual quality, spec, and performance, as well as integrating/implementing the final assets into the games. I was one of the founding architects of the department, partnering with teammates and leads in the individual departments to facilitate all the disparate pipelines and processes. We continually expanded the department to support 3D, concept, characters, environments, and UI, on five different projects. This facilitated hundreds of assets added to the game, while with ever improving quality, and within a predictable schedule. We support Star Trek Online, Neverwinter Online, Champion Online, Magic the Gathering - Legends, and one unannounced title.

Freelance Work

2007-2016

Illustration, Concepting, 3D Graphics

I do freelance work occasionally on weekends, and between contract/jobs. It provides me with some extra income and keeps my skills sharp. This ranges from 3D assets for games, to logos and advertising. My broad range of skill allows me to take on tasks such as character animations and FX that usually require several people's expertise to make a presentable product.

Microsoft: Turn 10

2008-2017

Car Artist, Character Artist

Visual polish, asset creation, and quality control for the car assets. Much of the material and textures used on all the car on the Xbox One generation of console were created by me. My duties included communicating art critique, the game asset spec, and quality bar to the vendors. I also facilitated the shared material library generating many of the materials used by the vendors and internal artists. The materials were created to be drop in ready, photo real, and with enough controls for the artist to customize for their needs and to match the reference. I handled hundreds of assets and guided dozens of overseas artist. I also did some character modeling, texturing, rigging, and skinning as well R & D for features and tooling for the franchise.

Lustre Communications

2004-2007

Graphics Artist for Broadcast TV

I managed a team of five that included 3D animators and motion graphics designers. We built 3D content for commercials, television series, and corporate videos. I was responsible for the 3D creation pipelines, managing the artist tasks and schedules. Clients included Microsoft, Auto Desk, Discovery Channel, Ford Motor Company, and T-Mobile. I really enjoyed the broad range of content and diverse challenges that the individual projects asked of us. And one of my favorite elements of the job was all the look development we did when pitching a client.