

Ken Bishop

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OBJECTIVE: A position as Character Art Director or Lead Character Artist where my skills in concept and production art can define and support a strong creative vision for high-end projects.

WORK EXPERIENCE: High Moon Studios, Carlsbad CA
2010- present *Senior Cinematics Artist, Character Art Director*

- Character, vehicle, and FX modeling, texturing, and animation for in-game cinematics on Transformers: War for Cybertron using Unreal 3
- Character Art Director for Transformers 3: Dark of the Moon

2008-present Zoic Inc., Culver City
Character Art Director

- Create film-quality character art for various clients including Activision, Blizzard, EA, Microsoft, Sony, ABC, TNT, and Fox. Duties range from concept art to modeling, texturing, animation, lighting, and mental ray shader setup.

2002-present Electronic Arts Los Angeles
Character Art Director

- Managed character art teams, created key character and concept art. Contributed to many titles including Tiberium, Battle for Middle Earth 2, LMNO (Spielberg project), Command and Conquer 3, and multiple Medal of Honor projects.
- Collaborate with Art Director to establish and maintain signature visual style
 - Develop style and reference guides
 - Establish character art pipelines, technical specifications, and key milestones
 - Create 'hero' character art to establish visual quality standard
- Design, concept, model, texture and rig character and weapon models for a range of projects from futuristic sci-fi to historical military to fantasy
- Create custom shaders in Unreal 3 for human and alien characters, creatures, and weapons
- Manage and mentor character art teams, both internal and outsourced
- Collaborate closely with other disciplines to maximize quality and functionality of integrated assets
- Provide additional key art, renderings, and illustrations for marketing and PR efforts, both internal and externally

July 2002- October 2002 DAZ Productions,

Modeler/Texture Artist

Responsible for creating updated iteration of company's flagship digital human model and facial morph targets.

June 2000- June 2002

Zygote Media Group,

Modeler/Texture Artist/Animator

Responsible for creating models and textures for a wide range of entertainment projects and subject matter ranging from film to architectural models to numerous video game titles.

Additional responsibilities:

- Explore and evaluate new 3D software applications for potential product development
- Create Flash-based tutorials to teach 3D applications
- Be highly self-motivated and work with minimal input
- Create characters based on concept art or physical reference

BYU Center for Instructional Design, Sept 1999-June 2000

Illustrator/Modeler/Animator

Create digital art assets for university online course material. Specialized in Flash animation and complex animated scientific visualizations using Studio Max.

Studio of Burton Silverman (Society of Illustrators Hall of Famer and renowned portraitist), New York, NY May-June 1999

Artist/Administrative Intern

EDUCATION AND
RELEVANT SKILLS:

BFA, Brigham Young University, April 2000

- Major: Illustration with emphasis on traditional oil painting and life drawing
- Trustee's Academic Scholarship
- Multiple Art Talent Award Scholarships
- Very high proficiency in Zbrush-Maya-Photoshop pipeline for high-res modeling and normal map extraction
- Experienced with Studio Max, Mudbox, Deep Paint, Painter, Illustrator, Flash, Alienbrain, Perforce, Modo
- Outstanding skills in traditional art media, color theory, and lighting
- Advanced knowledge of anatomy
- Solid edge loop construction techniques and deformation considerations
- 5+ Years experience with Unreal 3 engine
- Many years of leadership experience managing both in-house and outsourced teams
- Work extremely well in a collaborative team environment
- Highly self-motivated with strong work ethic
- Robust communication skills and public speaking experience
- Voluntary two-year service mission to Brazil
- Fluent in Portuguese and conversational Spanish