

# Rick Gilliland *Senior Technical Artist I*

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## Qualifications

- Traditional Art skills with a background in Graphic Design
- Deep passion for technical problem solving
- General enthusiasm for games and the game industry
- Experience working with both standard and proprietary tool packages
  - *Maya, 3DStudio Max, Softimage|XSI, Performance Investigator for Xbox, PhotoShop, Flash*
- Well versed in programming with artistic goals
  - *C++, C#, Cg, HLSL, Python, MEL, MaxScript, HTML/CSS/Javascript/PHP, ActionScript*

## Experience

- **2011 (November)– Present:** Blizzard Entertainment - Senior Technical Artist I
  - Created tools to improve the quality of art, and quality of life of artists
    - *XNormal plugin for baking normal maps perfectly matched to the tangent space of the engine*
    - *Pipeline specific tools, like bind-pose recovery to assist in creating death and ragdoll models.*
  - Fixed a constant stream of multidisciplinary bugs to reach Blizzard's high quality goals
    - *Engineering issues such as heap corruption, data corruption, various freezes, and mathematic errors*
    - *Nuanced issues like texture compression quality, animation blending, and any odd open-ended bug*
  - Bulletproofed and documented internal art tools for public release to mod makers
  - Helped train artists and technical artists on the rapidly growing Heroes of the Storm team
- **2008 (July)– 2011 (November):** Crystal Dynamics - Technical Artist
  - Created shaders and prototyped techniques for artistic goals and rendering speed
    - *Water, foliage, hair, eyes, skin, semi-procedural terrain, fake global illumination, dynamic wet & fire*
  - Worked with programmers and artists to track down and correct performance issues
  - Developed and maintained large parts of a studio-wide Maya toolkit in Python and C++
    - *Edit in Place, a system for artists editing modular pieces in context of their whole level*
    - *Anim Export, a plug-in for retargeting animations across characters by semantics*
- **2008 (January)– 2008 (July):** Pandemic Studios - Technical Artist
  - Developed and deployed Softimage|XSI plug-ins in C++
    - *Editing multiple Game Objects at once, tagging Game Properties*
    - *Rig building, animation asset management, multi-character animations, and multi-object editing*
- **2003 (June) – 2007 (December):** Crystal Dynamics - Art Intern
  - Created tools for artists and designers to increase velocity and clean assets in Max and Maya
  - Provided artistic feedback and technical support to an outsourcing group in Shanghai
  - Environment and Prop art for Tomb Raider: Anniversary

## Shipped Games

- (2013) StarCraft II: Heart of the Storm - Senior Technical Artist I
- (2013) Tomb Raider - Technical Artist (Uncredited)
- (2008) Tomb Raider: Underworld – Technical Artist
- (2007) Tomb Raider: Anniversary – Art Intern
- (2006) Tomb Raider: Legend – Audio Visual Intern
- (2005) Project: Snowblind – Additional Development Support

## Education

- **B.A. – Art:** UCLA Design | Media Arts – 2008
  - Organized and taught supplementary classes for Maya
  - Winner: UCLA Programming Contest: Game AI

## Portfolio

- <http://far-out-dude.com/rick>

**Rick Gilliland**  
All Purpose Ninja

