

# Rick Gilliland *Technical Art Director*

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## Qualifications

- Proven leadership ability on several shipped AAA Games
- History of creating high velocity teams of Artists and Technical Artists
- Extensive background in creative problem solving and technology to support artistic goals
  - *HLSL Shaders, C++ Plugins, Custom C# Tools, Python Scripts, Custom Art Techniques*

## Experience

- **2010 (November) — Present:** Blizzard Entertainment – Lead Technical Artist
  - Recruited and mentored Technical Art teams to help ship high quality games at a rapid pace
    - *Fostered the creation of cutting-edge rigging techniques for rapid character prototyping*
    - *Trained a cohort of Technical Artists that can diagnose and fix performance issues*
  - Collaborated to both create and consume shared technology to improve studio velocity
  - Acted as a senior art leader during times of transition
    - *Acted as Character Team Lead during pre-production when one was missing*
    - *Helped refine and guide fresh Art Leads in the absence of an Art Director*
  - Created tools to improve the quality of art, and quality of life of artists
    - *Mathematic tools such as perfectly mapped tangent spaces for high quality normal mapping*
    - *Engine tools, such as lightning fast model imports for faster iterations speeds*
    - *Pipeline specific tools, like bind-pose recovery to assist in creating death and ragdoll models*
    - *Look-defining shaders for surfaces and full-screen effects*
- **2008 (July) — 2010 (November):** Crystal Dynamics - Technical Artist
  - Created shaders and prototyped techniques for artistic goals and rendering speed
  - 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++ to improve Artist velocity and quality
- **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

- (2015) Heroes of the Storm — Lead Technical Artist
- (2015) StarCraft II: Legacy of the Void — Technical Artist
- (2013) StarCraft II: Heart of the Storm — Technical Artist
- (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
  - Winner: UCLA Programming Contest: Game AI

Rick Gilliland  
All Purpose Ninja

