

SENIOR TECHNICAL ARTIST
IVAN ORTEGA
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OBJECTIVE

To work on improving art pipelines, optimize performance, build tools and solve problems in video game development.

EDUCATION CMU + UCONN

Carnegie Mellon University (CMU) - Masters of Entertainment Technology

Fall 2006 - Spring 2008

A graduate program focused in training students to work on cross-discipline teams of artists + programmers under tight deadlines with real-world clients to create video games and theme/location-based entertainment.

University of Connecticut (UConn) - Bachelors of Fine Arts: Communication/Graphic Design

Fall 2000 - Spring 2006 - Napier Foundation Scholarship 2004 + Undergrad Research Fund 2004

An undergraduate program that establishes well rounded art fundamentals in printmaking, photography, illustration, sculpture, and graphic design taught by graduates of the Yale School of Design.

PROFESSIONAL EXPERIENCE 1997 - 2023

I have over 20 years experience working on interactive media starting in web development to working on AAA game IPs.

2020 - 2023 Electronic Arts, Inc. - Redwood Shores - Senior Technical Artist

2021 - 2023 - EA Mobile - Industrial Toys (IToys) - Battlefield Mobile - Art Tools, Asset Validation, Performance Optimization in Unreal

2020 - 2021 - EA Mobile - Unannounced Title - Art Tools, Character animation pipeline, shaders, post processing, in Unity

2016 - 2020 Electronic Arts, Inc. - Redwood Shores - Technical Artist

2019 - 2020 - MAXIS - The Sims 4 - PC/Xbox One/PS4 - Art tools + pipeline Maya, Photoshop, VFX, and in-house editor tools

2016 - 2019 - MAXIS - Sims Mobile - iOS/Android - Art + Capture tools, in-game cheats for character, animation, environment pipelines

2016 - EA Mobile - CnC Rivals - iOS/Android - 1v1 Networked RTS Game - Procedural world generation, character pipeline for in-house engine

2015 Alpaca Space Lab, LLC. - Sunnyvale - alpacaspacelab.com - CEO, Founder, Lead Technical Artist

2015 - Dino Walk Simulator, Squirrel Away, Leda Res, Stealth Doggo - Mobile, Android, TV, PC/Mac - Programming, Art, Design, Sound, Tools

2009 - 2015 Electronic Arts, Inc. - Redwood Shores - Technical Artist

2015 - The Kraken Institute - Minions Paradise Mobile Game on iOS/Android - Art pipeline and minigame prototypes in Unity

2014 - The Kraken Institute - Unannounced/Canceled Mobile Game with TV Animation IP - Flash tools

2014 - The Kraken Institute - Argonaut Team - Created multiple Mobile Game Rapid Prototypes in Unity

2013 - Capital Games - Heroes of Dragon Age - Tools, pipeline, VFX, materials/shaders in Unity

2013 - BioWare SF - Technical Art Lead - Unannounced/Canceled mobile game

Lead a team of 3 artists and 1 technical artist developing BioWare quality AAA mobile art

2012 - BioWare SF - Associate Technical Artist - Mass Effect 3: Datapad - iPhone/iPad - UI Design - Adapted Mass Effect 3 UI to iOS

2010 - 2011 - EA 2D/BioWare SF - Associate Technical Artist - Dragon Age: Legends on Facebook/Google+ - Art tools, content pipeline

2010 - 2011 - EA 2D - Associate Technical Artist - Dragon Age: Legends Mobile on iOS/Android/HTML5 - layout mocks + art

2009 - EA 2D - UI Artist - web + video support on Dragon Age: Journeys and WeeWar.com

2009 - LoadComplete, Inc. - South Korea - www.loadcomplete.com - UI Artist, 3D Artist, Web Developer, DevOps -

helped startup social mobile game studio

2008-9 - Cooliris, Inc. - Palo Alto - www.cooliris.com - UX/UI Designer, UX Prototyping - design UI assets for FireFox/IE plug-in + iPhone App, still + interactive UI mock-ups, in-client advertisement campaign posters + UI themes for over 30 brands including *Axe, Infiniti, Puma, Dior*

2008-9 - Trino - Xbox Live Indie Game + MS DreamBuild Play Finalist - CMU student game project created in residence at Electronic Arts Redwood Shores - 6 member team - Art Lead - UI, character art + animation, game design + story

2007 - CMU - Building Virtual Worlds course - teaching assistant for VR course in 2D+3D art, UI art, interaction+game design

2007 - SimOps Studios, Inc. [later WildPockets, acquired by AutoDesk] - UI Artist, Technical Artist - UI mock-ups + 3D web demo

2006 - 07 - CMU - grad student - Technical Artist, UI/UX Designer, 3D Artist, Producer, Project manager on 9 projects of 4-15 team members

• Northrop Grumman - client - 2007 - Artist - UI, 3D effects, aircraft, environment for a recruitment game

2005 - 2006 - UConn - Design Center - student run graphic design studio - Print + Web Design for Latin American Caribbean Studies

2006 - UConn - Fine Arts Department - maintained over 40 classroom Macs + 5 network printers in a 10 member team

1997 - 2006 - UConn - College of Agriculture+Natural Resources - multimedia/web dev ops/3D artist in 3 person design studio

• Cooperative Extension - client - 2006 - Water on the Move - 3D webpage for teaching water quality

• Plant Science - client - 2002-06 - Multimedia CD with 3D to teach students grass identification. Used in universities nationwide.

SKILLS

PROGRAMS - Maya, Unity, Unreal, Adobe Suite, Substance Painter, Marmoset, Aesprite, Spine, Da Vinci Resolve, Flash, Visual Studio, Ableton Live

LANGUAGES - C# (.NET/XAML), C/C++, Python, JS, Lua, Cg/HLSL, Maya Python/MEL, Blueprint, Unix Shell/Windows Batch

SKILLS - Art Tool Development, Game Art Pipelines (Character, Environment, Animation), Material/Shader/PostProcessing, Performance Optimization, VFX, Game Prototyping, UI Design, Team Management (JIRA, Scheduling, ShotGrid), Source control (P4/GIT/SVN)

ART - Pixel Art, Vector Art, PBR, Mobile/HD 3D Art (model, rig, animation), motion graphics, print media, logo + identity design

looking forward to hearing from you