

DANA LOUD

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PROFICIENCIES

- Maya
- 3D Studio Max
- Photoshop
- Zbrush
- Mudbox
- xNormal
- Crazybump
- UE4
- Unity 5
- Quixel Suite
- Substance Painter/Designer
- Speedtree
- Headus UVLayout
- Perforce/Hansoft/Jira

EMPLOYMENT HISTORY

SENIOR ENVIRONMENT ARTIST Turbine/ WB Games

July 2015 to Present
Needham, Massachusetts

Titles: Game of Thrones Mobile (Unreleased)

- Principal environment art asset creator
- Establish all environment art look development, pipelines and documentation
- Establish best practices for mobile art creation
- Establish and adhere to environment art quality standards
- Create all environment shaders
- Environment asset placement and set dressing
- Create all in game lighting and light mapping
- Lead all environment performance optimization efforts
- Lead look development passes for all new art related features

ENVIRONMENT ARTIST Turbine/ WB Games

November 2011 to July 2015
Needham, Massachusetts

Titles: Infinite Crisis, Lord of the Rings Online: Riders of Rohan

- Create real-time assets including buildings, vehicles, weapons, props, foliage, organic and hard surface environment assets
- Create large scale terrain textures for MOBA maps
- Integrate 3d assets into proprietary game engine
- Create destruction meshes and implement into propriety destruction system
- Create, balance, and tune environment assets to fit within artistic vision
- Provide user experience and feature set feedback to the art tools team
- Research and implement new workflows, pipelines, and tech

PART-TIME INSTRUCTOR
Center for Digital Imaging Arts at Boston University

April 2013 to Present
Waltham, Massachusetts

3d Animation Program

- Instruct students in all aspects of 3d art creation including high poly/low poly modeling, UV unwrapping, texturing, materials, lighting and rendering.

ADJUNCT PROFESSOR
Mount Ida College

August 2012 to December 2012
Newton, Massachusetts

Courses: GM340 - Level Design

- Instruct students on the creation of real-time environments in the Unreal Development Kit including import/export of assets, material setups, kismet, terrain tools, custom collision, lightmap baking, post-processing and asset placement with an emphasis on aesthetic and game play
- Instruct students on all aspects of environment art creation including high and low poly modeling, UV layouts, stylized and realistic texturing, texture map baking and modular asset creation

ENVIRONMENT ARTIST/SYSTEMS SPECIALIST
BSEC Planning Corp.

July 2008 to July 2011
Andover, Massachusetts

- Model high and low polygon vehicles, props, and environment assets
- Create 3d content for real-time simulation tool
- Implement environment assets into proprietary security planning software
- Reproject and manipulate GIS data into various coordinate systems for use in generation of 3d Terrain
- Implement and manage complete IT infrastructure including Microsoft active directory, service and maintain all company hardware, SQL server, storage solutions, and Phone and Data communications
- Initiate product rebranding and marketing effort
- Create company publications

EDUCATION

3D ANIMATION CERTIFICATE

The Center for Digital Imaging Arts – Boston University

Graduated: 2008
Waltham, MA

GRAPHIC DESIGN

State University of New York

January 2005 - December 2006
Oswego, NY

COMPUTER ART

State University of New York

August 2005 - December 2005
Oneonta, NY

AAS, NETWORK TECHNOLOGY

Corning Community College

Graduated: 2005
Corning, NY

AS, LIBERAL ARTS

Corning Community College

Graduated: 2005
Corning, NY