

Tom Angus

631 Laurel Oak Ln. #217 ♦ Altamonte Springs, FL. 32701 ♦ 407.310.9516 ♦ tom@thedreamhive.com

Objective

To obtain a position as Lead or Senior 3D Environment Artist.

Profile

I am currently a Co-Founder of The Dreamhive LLC. and Environment Director/Artist.

I am skilled in modeling, texturing, compositing, lighting, fx, and I am currently learning Flash.

I have experience leading a team of up to 12 environment artists on AAA titles, estimating projects, scheduling, and peer reviews

I am a very hard working, self motivated artist. I always see a project through to the end. I work very well with programmers and technical artists on pipelines and tools. I can pick up and learn new software very quickly.

Software

- | | | |
|------------------------|--------------------|---------------------------|
| ♦ Maya | ♦ 3ds Max | ♦ Mudbox |
| ♦ XSI | ♦ Photoshop | ♦ Illustrator |
| ♦ Soundbooth | ♦ Flash (Learning) | ♦ Perforce |
| ♦ Eyeon Digital Fusion | ♦ SVN | ♦ Gamebryo and Renderware |

Professional Experience

THE DREAMHIVE LLC: CO-FOUNDER/ ENVIRONMENT DIRECTOR/ARTIST

- ♦ Estimating, scheduling, Leading and directing sub contractors on various projects while working on modeling texturing tasks.
- ♦ I worked very close with the programmers to get assets into game.
- ♦ I did modeling texturing, lighting, and hair simulations for 3 min of fully cg animation for Iron and the Maiden comic book property.
- ♦ Design and compositing on B.O.B UI elements for NERF N-Strike cinematics.
- ♦ Modeling, FX compositing for 2 songs for “Madonna” for her Hard Candy tour.
- ♦ FX using Gamebryo for Warhammer : Online
- ♦ Worked on all cinematic environments for Resistance : Retribution PSP. This included modeling, texturing, FX.

EA: TIBURON: SENIOR ENVIRONMENT ARTIST OCT. 2003 – OCT. 2006

- ♦ Lead Environment Artist for “Superman Returns”
 - ♦ Directed 12 artists for 2 year cycle on a large scale city/world.
 - ♦ Worked with TA’s and programmers on tools for dividing the world up to be able to stream in the huge city, also setup on custom shaders.
- ♦ Senior Environment Artist for NASCAR “Chase for the Cup”
 - ♦ Modeling, texturing, and Lighting for multiple race tracks.

MICROSOFT: SALT LAKE CITY: LEAD ENVIRONMENT ARTIST JAN. 2002 – OCT. 2003

- ♦ Lead Environment Artist for “MLB: INSIDE PITCH”
 - ♦ Lead 3 artist to create 30 baseball stadiums for Xbox.
 - ♦ Worked with TA’s and programmers on tools, shaders and pipeline for a new custom rendering engine.
 - ♦ Sent on photo shoot for 18 of the 30 baseball stadiums.

Employment History

THE DREAMHIVE LLC. – Orlando, FL

Co-Founder/Environment Director/Artist, 2006 to Present

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ELECTRONIC ARTS: TIBURON – Orlando, FL
Senior Environment Artist, Oct. 2003 to Oct. 2006

MICROSOFT GAMES: SALT LAKE CITY – SLC, UT
Lead Environment Artist, Jan. 2002 to Oct. 2003

KODIAK INTERACTIVE – SLC, UT
Environment Artist, April 1999 to Jan. 2002

VIEWPOINT DATALABS – Orem, UT
Environment Artist, 1996 to April 1999

Education

UTAH VALLE UNIVERSITY – OREM, UT
1997-1999

References upon request.

Comments from supervisors

PHILLIP STRAUB – EA TIBURON

“Tom is an exceptional leader in his field with an outstanding understanding of his craft. Consistently positive and always a pleasure to work with, his work is always completed at an extremely high level of quality. You want this guy on your team!” *January 14, 2006*

JASON RUBIN – MONKEY GODS

“Tom has worked on two projects for me that are completely opposite of each other and killed it on both. First, Tom did background and character art on a 3 minute 3D movie trailer for Iron and the Maiden, a comic book property I created. The four person team at the Dreamhive the trailer on time, on budget, and with incredible results. Tom is most responsible for the backgrounds, which continually get compliments from viewers and industry professionals. I had high expectations, and Tom surpassed them! Next, Tom worked on 2D flash and iPhone games for me. Again, he excelled at creating artwork that has been praised time and time again. Tom is truly a jack of all trades who can learn new tools and methods and excel at whatever is thrown at him. I highly recommend him.” *August 25, 2009*