

# Wayne Gonsalves

## Senior Artist

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### Objective

- A Senior Artist position at a company that produces outstanding titles alongside passionate individuals with the desire to create high quality visual art.

### Qualifications

- A production artist with nearly 10 years of experience on a variety of projects, including three of EA's largest franchises including Vehicle Artist on *Need for Speed*, Lead Environment Artist on *FIFA* and most recently a Lead Environment Artist on the highly successful *Dead Space 2*.

### Achievements

- The first artist selected from EA Montreal to receive training on the *Dead Space* pipeline and train all Environment Artists on the team throughout production
- Lead Environment Artist on *FIFA* and *Dead Space 2* shipping the final art bug free and on time.
- CG Artist on the first fully computer animated tv series, *Reboot!*

### Skills

- Eye for detail with an excellent grasp of scale, proportion, color and composition
- Adaptable to different artistic styles
- Enjoys sharing knowledge and collaborating with others
- Giving critiques and receiving feedback during reviews
- Experienced in creating pipelines and streamlining workflows
- Creative problem solver
- Strong organizational skills which ensures staying on schedule and meeting deadlines
- Extremely personable with solid communication skills, very open and approachable

### Technicals Skills

- In depth knowledge of polygon and nurbs modeling tools
- Texture creation using a variety of techniques
- Clean UV mapping
- Shader creation
- Rigging and Animation
- Optimization to improve performance
- Troubleshooting for bug fixes
- Knowledge and understanding of Deferred Rendering

### Software Knowledge

- Maya (certified since Maya 1.0)
- Mudbox
- Photoshop
- 3ds Max
- Zbrush
- Numerous proprietary tools and game engines including Visceral Engine, Frostbite, Unreal, etc.

## **Production Experience**

- 2009 – Current Electronic Arts Montreal (Montreal, Quebec) Lead Environment Artist
- 2008 – 2009 Gameloft (Montreal, Quebec) Senior Environment / Vehicle Artist
- 2006 – 2008 A2M (Montreal, Quebec) CG Artist
- 2004 – 2006 Electronic Arts Canada (Vancouver, BC) Lead Environment Artist
- 2004 - 2004 Electronic Arts Blackbox (Vancouver, BC) Vehicle Artist
- 2000 - 2003 Mainframe Entertainment (Vancouver, BC) Modeling Artist

## **Education**

- 1999 – 2000 Vancouver Film School 3D Animation and Digital Effects Graduate
- 1998 - 1999 Alberta College of Art and Design

## **Projects and Titles**

- *Dead Space 2* (Xbox 360 / Playstation 3) Lead Environment Artist
- *FIFA 2006* (Xbox360 Launch Title) Lead Environment Artist
- *NBA 2006* (Xbox360 Launch Title) Environment Artist
- *Need for Speed: Most Wanted* (Xbox360 Launch Title) Vehicle Artist
- *Need for Speed: Underground 2* (PS2 / Xbox / GC / PC video game) Vehicle Artist
- *Need for Speed: Nitro* (Wii) Environment Artist
- *GT Racing: Motor Academy* (iPhone) Senior Environment / Vehicle Artist
- *Heavy Gear* (tv series) Modeling Artist
- *Max Steel* (tv series) Modeling Artist
- *Barbie of Swan Lake* (movie) Modeling Artist
- *Reboot!* (tv series) Modeling Artist