

Dave Grega

Lead/Senior 3D Environment Artist, Art Manager, Generalist
(AAA Games, MR/VR/AR, Simulation, Pre-Vis)
Greater Seattle Area

Portfolio: www.davegrega.com

Professional Experience:

Senior 3D Artist

Full Swing Simulators - Aug 2023 to Nov 2024 - (RIF)

- Working with amazing and renowned golf course designers to help develop an exceptional golf simulation experience for TGL

Lead Environment Artist

Vista Outdoor Inc. / Foresight Sports - Full-Time - Apr 2021 to Jun 2023 - (RIF)

- Major contributor to establishing an updated working pipeline in Unity (HDRP) while creating PBR material libraries and managing the overall visual fidelity for the Foresight Sports Golf simulation.

Senior Environment Review Artist

Sony Interactive Entertainment - Visual Arts and Services Group - Contract - Aug 2020 - Jan 2021

Helldivers II (PC, PS5)

MLB The Show 21 (PS4, PS5, Xbox One)

- Assisting Sony 1st party and other 3rd party studios with art/pipeline support

Art/Creative Direction and Technical Consultation

Freelance - Aug 2019 - Aug 2020

- Privately working with top-tier clients and companies (Projects under NDA)

Technical Artist / Lead 3D Artist / Generalist

Futurewei Technologies, Inc. - Contract - Apr 2019 - Aug 2019 - (Project Cancelled)

- Research and Development
- Co-Leading Art Team efforts with Senior Tech Artist
- Milestone planning / scheduling
- Tools and Pipeline Development / Refinement
- Content creation and optimization

Photogrammetry Lead / Senior 3D Artist

Microsoft - Turn 10 Studios (XBOX) - Contract - Jun 2018 - Apr 2019

Forza Motorsport:

- Workflow development (Photogrammetry Capture, Processing, Optimization, and Integration)
- R & D (Procedural tools, Workflows, and Content Generation)
- Tools testing
- Pre-production/Art execution
- Mentored junior artists

Lead Environment Artist

Tesla · Full-time - Nov 2017 - Jun 2018

Autopilot (Simulation)

- First Artist hired to 3D Simulation team
- Art pipeline / Workflow development / Technical troubleshooting / Milestone planning
- 3D content creation and world polish (Mesh, PBR Shaders/Materials/Textures)
- Hiring/Managing art team and external vendors
- Working with engineers to develop strategies, tools, technical solutions, procedural systems
- Updates/presentations to Elon Musk and executives

Senior 3D Artist / Generalist

Microsoft - Contract - Jan 2015 - Nov 2017

Turn 10 Studios (XBOX):

Forza 7 (XBOXONE , PC) - Jun 2017 - Nov 2017

Forza 6 (XBOXONE, PC) - Jan 2015 - Aug 2015

- PBR Shader/Material/Texture Tuning
- Photogrammetry
- Aggressive Optimization

Analog Design:

Windows 10 Mixed Reality Portal - Nov 2016 - Jun 2017

SOTA:

Destination: MARS (HoloLens) - Sep 2015 - Mar 2016

- Rapid prototyping and iteration using data from Mars Rover
- Working closely with JPL and software devs to develop technical solutions
- 3D Modeling/Sculpting, 3D/2D Texturing/Painting, Shaders
- Integration, Polish, Aggressive Optimization

Art Manager (Outsource) / Senior Artist

Red 5 Studios · Full-time - May 2014 - Dec 2014 - (Studio Closure)

Firefall (PC)

- Management and art direction of all incoming 3rd party art assets
- Company-wide point of contact for all deliverables (Scheduling, Feedback, etc.)
- Technical integration of all 3rd party assets (Character upgrades, Weapons, Environment/Props, etc.)

Senior Environment Artist / Art Manager (Outsource)

Airtight Games · Full-time - Feb 2012 - Oct 2013 - (Studio Closure)

Murdered: Soul Suspect (PC, XBOXONE, PS4, XBOX360, PS3) - Square Enix

- Management and art direction of all incoming 3rd party art assets from 3 separate vendors
- Designed Outsource Pipeline from ground up (File transfer, Integration, Feedback, Workflow, Quality Control, etc.)
- Worked closely with the Engineering team to develop integration tools

Senior 3D Artist / Environment Artist

Sony Computer Entertainment America - Full-time – Nov 2004 – May 2011

Zipper Interactive - Full-time - Apr 2007 - May 2011 - (Studio Closure)

MAG (PS3) SCEA

SOCOM 4 (PS3) SCEA

- High/low poly modeling, Sculpting/Casting to texture, UV layout/unwrapping, Texture painting
- Setting up library of destructible assets (Havok)
- Trained/mentored junior artists and new hires

* recommended for a Lead role by Art Manager

Bend Studio - Full-time - Nov 2004 - Mar 2007

Syphon Filter: Dark Mirror (PS2 & PSP) - SCEA

Syphon Filter: Logan's Shadow (PS2 & PSP) - SCEA

- Modeled, textured, lit, and polished various single player and multiplayer levels
- Implemented Collision, Activation, Particles, and Baked/Real-time lighting

3D Artist

Black Ops Entertainment - Full-time - Mar 2002 - Feb 2004

Terminator 3: Rise of the Machines (PS2 & XBOX) - Atari

X-Files: Resist or Serve (PS2) - Vivendi Universal

- Polished various levels and corresponding art/objects, etc.

Skills:

Troubleshooting, Research and Development (R&D), Technical Documentation, Process Flow Documentation, Tools, Xbox, PlayStation, Simulation, 3D Architectural Rendering, 3D Rendering, Python, Simulation Software, Computer Simulations, Architectural Design, Previsualization, Visual Arts, Software Development, Interactive Media, Mixed Reality, Multiplayer Games, Video Game Production, Agile Environment, Augmented Reality (AR), Art Direction, Graphics, Virtual Reality (VR), Game Engines, Game Art, Workflow Management, Pipeline Design, Pipeline Generation, Production Pipeline, Outsourcing Management, Mentoring, World Building, Level Building, Optimization, Asset Management, 3D Lighting, Photogrammetry, 3D Materials, Topology, Hard Surface Modeling, High Poly Modeling, Low Poly Modeling, UV mapping, Shader Creation, Layout, Game Development, Video Games, Texturing, Cinematics, Shaders, 3D Modeling, UV Mapping, Animation, Computer Games, Console, Environment Art, Texture Painting, Rapid Prototyping, Pipeline Development, Motion Graphics, Video Editing

Software:

Substance Designer, Substance Painter, Unity, Agisoft PhotoScan, Agisoft Metashape, RealityCapture (RC), After Effects, Perforce, 3D Studio Max, Maya, Photoshop, ZBrush, Unreal, JIRA, Quixel, Adobe Creative Suite, XNormal.

Education:

Otis College of Art and Design - Bachelor of Fine Arts, Digital Media