# **Dave Grega**

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I am a Senior Level 3D Artist and Creative leader with a proven track record in Film, AAA Video Game Development as well as Virtual/Mixed/Augmented Reality and Visual Simulation. My focus is creating and managing highly detailed and optimized art content in the interactive entertainment industry.

**GAMES / INTERACTIVE ENTERAINMENT:**

# **Full Swing Simulators (2023-2024) – Senior 3D Artist**

**TGL**  
 - Executing all aspects of 3D Environment Content

- Material and Texture generation

**Software used: Maya, Substance, Photoshop, Proprietary tools, Unity**

# **Vista Outdoor / Foresight Sports (2021-2023) - Lead Environment Artist**

**FSX Play**  
 - Overseeing and executing all aspects of 3D Environment Content

- Terrain Re-topologizing and optimization

- Material and Texture generation

- Realtime Lighting System

**Software used: Maya, Substance, Photoshop, Proprietary tools, Unity**

# **Sony Interactive Entertainment (2020-2021) - Senior Environment Review Artist**

**Helldivers II**

**MLB The Show 21**  
 - Creative and technical direction

# - Content creation and optimization

- Outsource Management

- Asset Tracking

**Software used: Maya, Substance, Photoshop, Proprietary tools**

# **Freelance (2019-2020) - Art/Creative Direction and Technical Consultation**

**TBA**

**Simply Augmented**

**Futurewei Technologies**

- Milestone planning / scheduling  
 - Tools and Pipeline Development / Refinement  
 - Content creation and optimization

**Software used: Maya, Substance, Photoshop, Proprietary tools**

# **Microsoft (Turn10 Studios) (2018-2019) - Photogrammetry Lead / Senior 3D Artist**

**Research and Development**

# - Pipeline Development (Photogrammetry Capture and Processing, Optimization and Integration)

# - Procedural Tools, workflows, and content generation

# - Tools testing / Art execution

**Software used: 3dsMax, Substance, Photoshop, Proprietary tools, Photoscan/Reality Capture**

# **Tesla (2017-2018) - Lead Environment Artist**

**Autopilot (Simulation)**

- First artist hired to help develop 3D simulation team - Art pipeline / Workflow development / Technical troubleshooting / Milestone planning

- 3d content creation and world polish (mesh, shaders/materials/textures)

- Hiring/Managing art team and external vendors

- Working with engineers to develop strategies, tools, technical solutions, procedural systems

**Software used: Maya, 3dsMax, Substance, Photoshop, Proprietary tools, UE4, Quixel**

# **Microsoft (Turn10 Studios) (2015-2017) - Senior 3D Artist**

**Forza 6 and 7 (XBOXONE, PC)**

# - Shader Tuning

- Photogrammetry

- Texture Painting

# - Aggressive Optimization

**Software used: 3dsMax, Substance, Photoshop, Proprietary tools, Photoscan/Reality Capture**

# **Microsoft (Analog Design / Platform Next) (2015-2017) - Senior 3D Artist / Generalist**

**Windows 10 Mixed Reality Portal (VR)**

**Destination: MARS (Microsoft HoloLens)**

# - Rapid Prototyping

# - 3D Modeling/Sculpting, 3D/2D Texturing/Painting, Shaders,

# - Integration, Polish, Aggressive Optimization

**Software used: Maya, 3dsMax, Photoshop, Mudbox, Proprietary tools, Unity, Quixel**

# **Red 5 Studios (2014-2015) - Art Manager (Outsource) / Senior 3D Artist**

**Firefall (PC)**

- Management and art direction of all incoming 3rd party art assets

- Companywide point of contact for all deliverables (scheduling, feedback, etc.)

- Technical integration of all 3rd party assets (Armor upgrades, Weapons, Environment/Props, etc.)

**Software used: 3DSMax, Photoshop, Proprietary Tools, MS Office**

# **Airtight Games (2012-2013) - Senior Environment Artist / Art Manager (Outsource)**

**Murdered: Soul Suspect (PC, XBOX360, PS3) Square Enix**

- Management and art direction of all incoming 3rd party art assets from 3 separate vendors

- Designed pipeline from ground up (file transfer, integration, feedback, workflow, quality control, etc.)  
 - Worked closely with the Engineering team to develop integration tools

**Software used: Maya, Photoshop, Mudbox, UDK, MS Office**

**Sony Computer Entertainment America (Zipper Interactive) (2007-2011) - Senior 3D Artist**

**MAG (PS3) SCEA**

**SOCOM 4 (PS3) SCEA**

- High/low poly modeling, Sculpting/Casting to texture

- UV layout/unwrapping, Texture painting

- Set up an extensive library of destructible assets using Havok

- Trained/mentored junior artists and new hires

**Software used: Maya, 3DSMAX, Photoshop, Proprietary tools**

*\* Recommended for a Lead role by Art Manager*

# **Sony Computer Entertainment America (Bend Studio) (2004-2007) - Senior 3D Artist**

### **Syphon Filter: Dark Mirror (PS2 & PSP) SCEA**

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

- High/low poly modeling, Sculpting/Casting to texture, Overall Art Polish

- UV layout/unwrapping, Texture painting

- Lighting (Real-time and calculated)

**Software used: 3DSMAX, Photoshop, Proprietary tools**

**Black Ops Entertainment (2003-04) - 3D Artist**

**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.

- UV layout/unwrapping, Texture painting

**Software used: 3DSMAX, Photoshop, Proprietary Tools**

**FEATURE FILMS:**

**LIDAR VFX (2002-2003) - 3D Modeler**

**X-Men 2**

**2 Fast 2 Furious**

**Cat in the Hat**

**League of Extraordinary Gentlemen**

**Ghosts of the Abyss**

**The Day After Tomorrow**

##### **Software used: 3DS Max, Maya**

**DAT Productions (2002) - Production Artist**

**The Day After Tomorrow**

-Assisted Digital Domain team (under the direction of VFX producer, Mike Chambers)

**EDUCATION:**

**Otis College of Art and Design (1998-2001) - Bachelor of Fine Arts**

**SKILLS / SOFTWARE:**

**3D:** Maya, Max, Substance, Xnormal, UE4/5, Unity, Metashape, Reality Capture

**2D:** Photoshop, After Effects, Quixel Suite

\* Ability to immediately learn “in-house” tools