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:

<u>LIDAR VFX (2002-2003)</u> - 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

<u>DAT Productions (2002)</u> - Production Artist
The Day After Tomorrow
  -Assisted Digital Domain team (under the direction of VFX producer, Mike Chambers)

EDUCATION:

<u>Otis College of Art and Design (1998-2001)</u> - Bachelor of Fine Arts

SKILLS / SOFTWARE:

<u>3D:</u> Maya, Max, Substance, Xnormal, UE4/5, Unity, Metashape, Reality Capture

<u>2D:</u> Photoshop, After Effects, Quixel Suite

* Ability to immediately learn "in-house" tools