

Luke Napper

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OBJECTIVE

To make top notch art.

EXPERIENCE

Employer: Electronic Arts - Maxis 2009/2015

Position: 3D Environment Artist

Projects: Simcity (PC), unannounced titles (Mobile)

Accomplishments

- ☆ Owned outsource lead duties in addition to my everyday art tasks for the first 5 months of production. Trained the eventual full time outsource lead during production and his replacement for EP1. Created daily markups, feedback and markup templates
- ☆ Modeled, textured, rigged, and animated in game 3d content, including buildings, trees, and props
- ☆ Leadership role on all in game signage: graphic design, color tuning, corporate partnership buildings and brands
- ☆ Chosen to document best practices for WIKI and to bring all new/temp artists up to speed on current art pipelines
- ☆ Collaborated with graphics engineering to implement real time AO. The tech was used to great effect in data layers
- ☆ Created nearly all in game foliage
- ☆ Created color concepts, finished archetype models, and textures for new building sets for the outsource partners/team members to use as templates
- ☆ Promoted from Associate Artist, Star performer award

Position: Associate 3d Artist

Projects: DarkSpore (PC), Spore Creepy and Cute (PC), Spore galactic adventures (PC), Spore hero (Nintendo DS)

Accomplishments

- ☆ Modeled, textured, weighted, rigged, set up blendshapes and animated character parts, armor, weapons sets and prop environment objects
- ☆ Concepted, modeled and textured the final boss masks for each level
- ☆ Created daily markups and feedback as the primary POC for our outsource partners
- ☆ Created ultimate weapon sets for 20 unique heroes
- ☆ Converted the entire Spore asset library to the DarkSpore pipeline. A huge undertaking converting all 3000+ Spore assets to a new texture size and format and re rigging all assets for use in an updated engine
- ☆ Promoted from a QA position

☆ Earned 2 merit based pay raises, significantly above target

Employer: REI - Berkeley 2005/current

Position: Bicycle & ski tech /Outdoor school instructor

Accomplishments

☆ Diagnosis and repair of equipment

☆ Demonstrate skills, lessons, first responder and stewardship of outdoors activities

☆ Instruct outdoor hiking, biking, bike maintenance, running, GPS basics, water sports classes

Skills

☆ 3d Prototyping ☆ Concepts ☆ Modeling ☆ UV/Texturing ☆ Rigging ☆ 3d Animation

☆ Blend shapes ☆ MEL Scripting ☆ LODs ☆ VFX ☆ Optimizing ☆ Outsourcing

☆ Storyboarding ☆ Content tracking ☆ Graphic design ☆ Typography ☆ Tech art

☆ Sculpting ☆ Motion graphics ☆ Art tool debugging ☆ I know my way around a wrench

☆ Teaching ☆ Learning ☆ Having the fun

Tools

☆ Maya ☆ Zbrush ☆ Mudbox ☆ Vue ☆ Marmoset ☆ Sketchup ☆ Autocad

☆ 3D Max ☆ Unity ☆ Marmalade ☆ Frostbite ☆ CryEngine

☆ Photoshop ☆ AfterEffects ☆ Illustrator ☆ Flash ☆ Quixel Suite ☆ Allegorithmic

☆ Sketchbook Pro ☆ Perforce ☆ MS office ☆ ConceptShare

Education

Bachelor of Science (BS)- 2008 Media Arts and Animation (focus on 2d animation)

The Art Institutes of California - San Francisco

Recommendations From Linked-in

From *Eugene Wong*: my manager at EA - Maxis

"Unique and original ideas. Luke's work ethic was legendary at Maxis . . . consistently delivered above and beyond what was asked of him - no matter how challenging the assignment . . . ability to take art direction extremely well"

From *Linh Nguyen* - Senior animator who indirectly managed me:

"From concepts, modeling, texturing, or even graphic design, Luke can do it all."

From *Eric Topf* - UI/UX Designer:

"One of the rare talented artists who maintains the same level of exceptional aptitude and dedication across a vast spectrum of skills."