Javier O´Neill

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Presentation

My name is Javier O´Neill, originally from the USA. I am married to Trine and we live in Copenhagen.

My experience in game spans 16 years, in which I have worked on over 7 shipped titles as a 3d Artist, Lead Artist and Art Director. In this time, I have worked with such game engines such as Unity and Unreal.

As a lead artist, I have learned how vital it is to work with a team that communicates and works well together towards the same goal.

To achieve this, I believe and appreciate the importance of training and integrating junior artists into a team, to help guide them so they can consistently create quality artwork that adheres to schedules. These experiences have taught me the importance of a clearly defined art pipeline, collaborative skills, communication and a work structure to help artists contribute in an equal manner

Work Experience

April 2020- June 2020: KADK (Guest instructor)

- Instructor for the online 3D/Game Development workshop for studentd at the KADK. My responsibilities were to create and present lectures related to the Games Industry as a business,Art Roles within the Games and a workshop with the aim of teaching the basics of 3ds max. I also created assignments related to the lectures and video tutorials for the students to follow when they worked the hands on assignments on their free time. Additionally I created the scheduele for the daily workshop along with the planning for all the zoom lectures and provided online support to the students for both the workshop and the student projects they participated in.

March 2020 – April 2020: Makropol ApS   (VR Intern)

- Creating and implementing 3d art to be imported into Unity/Oculus for two undiclosed virtual reality projects.

October 2014 - Aug 2019: Moviestar Planet (**lead 3d artist)**

- Creating all the 3d art/character animations for the game *"Blockstar Planet".* Blockstar Planet is a game that allows players to create their own characters and worlds, however in game content such as avatar legs, player weapons, pets and in game items are created by me in 3ds Max. Since most of the 3d work I create, works in conjunction with their own created content, it means whatever I make, has to appeal to as many styles and genres as possible. Being the only 3d artist on the project, I have to model, unwrap, texture, rig and animate everything in the game, including all of the in game VFX.

August 2014- September 2014: Environment Art teacher at 3D College Grenaa, Denmark

- At my short tenure at the 3d college, I created a curriculum, which helped the students learn the process of coming up with an idea, bringing it to life in 3d, in a way that would be suited for many of the modern game engines. Along with helping the students grow as artists, I provided them advice and real-world examples, of what it is like and what to expect working in the game industry

Oct 2012 –Oct 2014: Full Control, Copenhagen, Denmark (**Lead artist)**

- Lead artist on *"Space Hulk"* and *"Jagged Alliance Flashback".* Both projects were created in Unity however "Space Hulk" was created with a AAA pipeline and my responsibilities were to create a modular 3d environment along with props, based on the Warhammer 2k Gothic style. All of the 3d content for "Space Hulk", was created with all of the different texture, normals and specular maps you would see in a high budget title. For *"Jagged Alliance"* I worked on in -game environments and weapons, created in a simple and colorful hand-

painted art style. Along with content creation, I also set up an art pipeline along with guidelines for the junior artists, which allowed for quick and efficient creation of 3d art.

Sep 2012- Oct 2012: Serious Games Interactive, Copenhagen, Denmark (**Contract artist)**

-   3d modeling and texturing.

Jan 2012-Aug 2012: Beta Dwarf Entertainment , Copenhagen, Denmark **(Art Director)**

-   Help create an art pipeline in the company, establish artistic standards, help new artists improve their   abilities as artists as well as establish visual look of the game. Along with these responsibilities I also create 3d assets for the game *"Forced",* which was developed in Unity

October 2009- November 2011: Yager Development, Berlin, Germany **(3d Graphic artist)**
-   Creating 3d environment assets for the title *"Spec Ops:The Line"*
-   Working with lead artist and technical artist to create complete game levels within the Unreal 3   Engine creating stylized environments based on real world architectural designs

Fall 2007-May 2009 Deadline Games, Copenhagen, Denmark **(3d Artist)**

-   I was one of four total environment artists doing the entire in game environments for the title *"Watchmen: The End is Nigh."*
-   My responsibilities include modeling, uvw unwrapping and texturing all in game assets for an environment.

Fall 2005-Winter 2007: Streamline Studios, Amsterdam, The Netherlands (**Mid-level** Artist)

-   Unwrapped and textured next-gen assets for Volition's *"Saints Row"* for the Xbox 360
-   Optimized existing assets for Lionhead Studio's "*The Movies"* for the PS2 (cancelled)
-   Texturing and Z-brushing assets for "*Unreal Tournament 3"* as well as importing and creating materials for the assets in the Unreal 3 engine

Spring 2004-Fall 2005: Lasershot Shooting Simulations, Sugarland, Texas **(3d Artist)**

-   Modeled, unwrapped, textured, rigged and animated in game assets for hunting software which was included with a laser gun simulation system.

Spring-Winter 2002 Sharkbyte Studios Houston, Texas   **(3d artist)**

-   Modeled and Unwrapped low polygon assets for the start up title Military Occupational Specialty
-   Modeled high poly assets for cinematic sequences
-   Animated and rigged characters

Summer 2000: Law offices of Trimble and Estefan Houston, Texas **(Contract)**

- Produced 20 second television commercial in 3D

Summer-Fall 2000: Studio Works Houston, Texas **(Junior Artist)**

- Modeled automobiles and camera matched the model to accident photos
- Deformed mesh to coincide with accident photo

Summer 1999: Bill Young Productions Sugarland, Texas, (**Internship)**
- Intern

Shipped Titles:

- Saints Row,
- Unreal Tournament 3,
- Watchmen:
- The End is Nigh
- Spec Ops: The Line
- Forced
- Space Hulk
- Jagged Alliance: Flashback
- Deep Rock Galactic (Character voice work)
- Blockstar Planet

Education

1997-1999: The Art Institute of Houston, Houston, Texas
Associate of Applied Science Degree
Major: Computer Animation

Extensive education on computer animation and graphic design.
- 3D Studio Max
- Adobe PhotoShop
- Z- Brush
- CrazyBump
- Unreal 3 Engine
- Next-Gen pipeline experience
- Unity Game Engine

- Flare 3d Game Engine
- Procreate
- Character Animation and Rigging on 3DS Max
- Substance painter
- Blender
- Maya (intermediate)
- Concept Art

Personal Skills

I get satisfaction and enjoy being in a dynamic work environment where curiosity, interest, depth, passion, collaboration are paramount. I have a responsible working attitude and thrive in the role of taking the lead and to make extra effort when needed.

I am curious and easily excited, which I greatly benefit from in meeting various tasks as well as in situations where I have to convey my knowledge and commitment to a given project. I also enjoy having many balls in the air, being assigned new challenges, where I have to understand the task and form an overview.

In my free time, my wife and I enjoy travelling, visiting historical and art museums. We enjoy listening and collecting music. I also love to draw, paint and play games online.

Portfolio site

The following is the link to my portfolio website, in which you will find examples of 3D work I have created for the various projects I have been a part of, along with personal 3D art work and 2D concept art.

https://joneill3dartist.carbonmade.com/

Blog

In this blog, is a compilation of teaching materials I have created for the workshop I taught at the KADK, assignments from the 3D classes at the Game College in Grenna as well as art bibles from previous projects I have worked on, style guide, technical guides and a game pitch document.

https://joneart.blogspot.com/