

LANCE BASS

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SUMMARY OF QUALIFICATIONS

- Proficient in the use of 3DS Max, Maya, ZBrush, Red Shift, Substance Painter, Photoshop, Adobe Illustrator, Adobe After Effects, Sketchbook Designer, and Spine.
- Commended on versatility, including initial concept design, 2D art and texture work, 3D modeling and environment/level building and managing.
- Experienced in giant work atmospheres and small start-up companies.

PROFESSIONAL EXPERIENCE

Petroglyph Games – Las Vegas, NV 2022– 2024

Concept Artist

Creation of art assets for an RTS –based video game studio. Art Asset creation for The Great War and 9 Bit Armies, A Bridge Too Far.

- Game pitches, illustrations and concept art.
- Extensive Use of Substance Painter, ZBrush, and 3DS Max and Photoshop.

Incredible Technologies – Las Vegas, NV 2017 – 2022

Senior 3D Artist

Creation of art assets for a slot machine game studio.

- Having worked with several smaller teams on various game projects.
- Use of Substance Painter, ZBrush, 3DS Max, Red Shift, Spine, and Adobe After Effects.

Bourke Enterprises, LLC – Corvallis, OR 2015 – 2017

Senior 3D Artist

Design and creation of art assets for radio-controlled aircraft computer flight simulator. Producing high-poly models of RC aircraft for a discerning customer base and completing under deadline and budget to meet tightly defined market goals.

- Researched and created original aircraft models for implementation in the sim.
- Created a PBR texture workflow process for the upgrading of over 70 vehicle assets.
- Imported vehicle assets into the Unigine Game engine, creating and manipulating materials and their XML files.
- Extensive use of Substance Painter, ZBrush, 3DS Max, Unigine, and Unity Engines.

Sony Bend Studios – Bend, OR 2012 – 2013

Concept Artist/3D Artist

Contract hire based on specialized genre skills. Duties included creating in-game object concepts, orthogonal view support of 3D objects, UI 2D work, style sheet guide work, and production of 2D and 3D art tasks.

- Commended by art director on versatility and attitude and endorsed for full-time hire as a concept artist or 3D generalist.

Lance Bass Art– Corvallis, OR 2010 – 2012

Concept Artist/3D Artist

Experienced in 3DS Max, ZBrush, and Photoshop. Substance Painter. Vehicle and Weapons Modeling, vehicle and character concepts. Freelanced for PC and social media games such as Push Button Labs L.L.C. and Playdom/Disney NW.

- Designed art assets that described a range of game environments and assisted the Creative Director in selecting the look.
- Modeled 12 Characters for the unreleased title Kaiju Combat- The Fall of Nemesis: Clash of the Kaijulin, Sunstone Games, L.L.C.
- Digital Illustrating and UI art for the Sococo Virtual Office app where I created entire themed sets of 2D office assets upon customer requests.

Garage Games/Instant Action – Eugene, OR

2007 – 2010

Art Director/Lead Artist

Responsible for concept work and production of 3D art assets for the Instant Action web portal, as well as supervision of junior artists. I was recruited by the employer as a concept artist and promoted to Art Director within six months, leading four in-house and three outsourced artists. Titles included Rokkitball, Ghoul Gran Prix, Think Tanks, Think Tanks 2, Legions 1.5, and initial preparation of Legions 2 and Instant Jam.

- Successfully directed an experienced art team to produce art assets for Instant Action's flagship project under a high-pressure, technically challenging design process.
- Created & directed high-output art production for Legions game line, including coordination of outsourced contractors and management of internal teams.
- Produced artwork that established the look and feel for all of the above-listed games.
- Designed and created levels using the Torque 3D game engine variants for the GG games under high-pressure conditions and agile development process; coordinated art team with the programming team.

Knife Edge Software – Corvallis, OR

2004 – 2007

Art Lead

Duties included the design and creation of art assets for radio-controlled aircraft computer flight simulators. Executed 3D modeling, game design, and UI design. Produced high-poly models of RC aircraft for a discerning customer base.

- Led art production to completion ahead of the deadline and under budget to meet tightly defined market goals.
- Reformed art production process and successfully implemented across numerous titles: RealFlight G3 & G4 series, add-on packages 1 through 6.
- Researched and created original aircraft models for implementation in-game.

ORCAS, Inc. – Eugene, OR

2002 – 2004

3D Artist

Created multi-media art assets for an educational company creating interactive programs teaching social behaviors. Produced both 3D modeling and animation.

Buzz Monkey Software – Eugene, OR

2001 – 2002

3D Artist

Created 2D and 3D art assets for the start-up of a gaming company, including character and environment design for a science-fiction, third-person adventure game.

Dynamix/Sierra Online – Eugene, OR

1999 – 2001

Game Artist 2

Duties included 2D work and 3D modeling for a gaming company earning \$14M annually. Titles included: Desert Fighters, Trophy Hunting 4, Incredible Machine Series, and Ultimate Pinball.

Harris Specialty Chemicals – Salem, OR

1997 – 1999

Multi-Media Artist

Allenby Desktop Publishing – Salem, OR
Pre-Press Artist

1994 – 1996

Statesman Journal Newspaper – Salem, OR
Artist/Layout Artist

1990 – 1994

EDUCATION

B.S. Graphic Arts, *cum laude*
Western Oregon University – Monmouth, OR

1990