KIP A. GIRE

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QUALIFICATIONS PROFILE

Goal-oriented, innovative, and dedicated Technical Artist with substantial background of over 20 years in 3D modeling/animation, design and project management for creative companies on a contract basis and AAA/slots gaming firms. Fully prepared to excel in a fast-paced project management capacity that use creative media solutions to drive stories home. Leverages a widely encompassing record of achievement in client relations, leadership, and digital marketing to bolster company success and bottom-line growth. Solid history in instruction of complicated processes and proliferating knowledge across offices. Solid digital design with a proactive story-based approach, helps to harness team strengths to deliver projects on time and within budget.

Areas of Expertise

● 3D Modeling/Animation	● Motion Graphics	● Product Rendering
● Technical Art	● Unity Development	● 3D Studio Max/Maya
● Photoshop	● VR Assets	● Technical Problem Solver
● Art Direction	● C# Scripting	● Staff Training

SELECTED PROJECTS

Hit It Rich Developed over 20 slot games in the mobile environment while instructing art staff during a transition over to Unity development.	**Nalbach Engineering** Developed VR tradeshow booth for the HTC Vive system. Led creation of a virtual laboratory where the company's manufacturing equipment could be real-time demoed.
Chicago Bulls Established the brand identity for the team and created the "Running of the Bulls" introductory sequence and served as their primary content outsource provider for over 15 years.	**LifeFitness Equipment Design** Created 200+ mockups for LifeFitness brand equipment, paired with lit and realistic photography, leading to new product pre-visualizations for facility space for high-profile clients that included Planet Fitness, Royal Caribbean, and PGA Tour Golf.

PROFESSIONAL EXPERIENCE

Scientific Games, Chicago, IL

Senior Technical Artist *August 2017 – Present*

Unity/Visual Studio, Autodesk 3D Studio/Maya, JIRA/Perforce/Confluence, Scrum

Acts as Senior Technical Lead on the Studio Support Team. Owns the conversion process from a proprietary game text solution, converting Company whole cloth to Unity's TextMeshPro system. Worked with the GDK team to build out the needed components to migrate midstream in development. Owned Technical Artist duties on a

studio team through 3 full game cycles. Directly supported teams locally in Chicago, Las Vegas, in two offices in India as well as in Australia. Created 3D mockups and prototypes for new product offerings.

- Lead Technical Artist on the Jackpot Party Ultimate Party Spin on the Twin Star Ultra casino machine, implementing code, design and animation in Unity.
- Technical Art lead on the Lock-It-Link series (Night Life, Eureka Reel Blast, & Cats Hats), building the US domestic versions as well as creating Canadian region-specific versions.
- Created alien cow animations and game messaging for Invaders from the Planet Moolah (Twin Star Ultra)
- Spear-headed company-wide initiative to use a Unity-native text solution in all production games and responsible for all training with team support in implementation.

Luma Studios, Hoffman Estates, IL
Owner/Animator, 2001 – 2020
3D Studio Max, Maya, After Effects for PostProduction/Motion Graphics, Adobe Photoshop, Office 365, SoftImage, Mudbox, Zbrush, Unity

Utilized key knowledge in 3D applications (3D Studio Max/Maya) to establish a long running company servicing 4 major league sports (NBA, NHL, NFL and MLB) associations' teams. Delivered a host of graphics to over 50 teams scoreboards and stadiums including the Chicago Bulls and Bears. Worked with various companies to partner their productions in stadium and television commercial spots.

Key Achievements:

- Successfully established company and brand presence across four separate channels, while garnering six-figure clients within the first year of operations.
- Played key role as co-producer for the MasterCard commercial that aired during the Super Bowl playoffs, titled "Priceless," utilizing SoftImage paired with a flattened 2D cel-shaded appearance.
- Partnered with clients for marketing initiatives specifically for the professional sports stadium market, including brands such as Buona Beef, Dunkin' Donuts, and Taco Bell.
- Devised a new product to pre-visualize numerous facility spaces for high-profile brands including Royal Caribbean and Planet Fitness, which reduced space planning-related expenditures and simultaneously created a source for marketing materials for pre-construction.

Zynga, Chicago, IL
Senior 3D Design Specialist/ Zynga University Lead, October 2015 – February 2017
Autodesk 3D Studio/Maya, JIRA/Perforce, Scrum, Unity

Led company training program on proprietary graphics system to streamline key areas of the process. Actively participated in developing the mobile version of "Spin it Rich." Regularly boosted team morale through dedicated leadership and collaborative skills. Managed junior personnel in design and daily responsibilities. Created 3D mockups and prototypes for new product offerings.

Key Achievements:

- Received company recognition as "Employee of the Month" in September 2016 for sustained efforts and dedication to excellence.

- Served as co-producer for over 20 slot titles, including the "Hit it Rich" family of games.
- Developed Zynga University, the first onsite technical training program, now standard for the company.

Professor, School of Media, January 1998 – September 2012
3D Studio Max, Maya, Mudbox, After Effects

Created course materials and drafted lesson plans for students enrolled in classes taught. Led three separate departments within the newly established School of Media, including Motion Graphics and Visual Effects, 2D and 3D Animation, and Game Art and Design.

Key Achievements:

- Received recognition as the runner-up for the Digital Tutors National 3D Instructor of the Year award.
- Established a summer program for college-bound high school students that earned the college an increase in enrollment and successful Bachelors degree completion.
- Founder of the 3D Animation student group, dedicated to empowerment and education in 3D design, which is still active on campus.
- Instrumental in redesigning curriculum and supplementary course-related software, which has become standard for the department and also adopted nationwide as the industry standard.

Additional experience as Environmental Art Team Lead (1999 to 2001) for Midway Games in Chicago, IL.

EDUCATION, CIVIC ENGAGEMENTS AND COMMUNITY LEADERSHIP

Master of Fine Arts, Motion Media Design
Savannah College of Art and Design, Savannah, GA

Bachelor of Fine Arts, Motion Graphics and Visual Effects
Illinois Institute of Art, Schaumburg, IL

Associate of Applied Science, Digital Media
Full Sail University, Winter Park, FL

CareerVillage.org, Volunteer Peer Counselor

TECHNICAL PROFICIENCIES

PLATFORMS	Windows 7/8/8.1/10, Mac OS
SOFTWARE	Autodesk 3D Studio Max, Maya, Mudbox, Adobe Creative Suite (Illustrator, After Effects, Photoshop, Unity, C#, Post Production/Motion Graphics, MS Office Suite/Office 365 (Word, Excel, PowerPoint, Outlook), JIRA/Perforce, MS Project, Marvelous Designer and Substance Painter, ZBrush, Scrum, SoftImage