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MELINDA@MELINDA3D.COM

# MELINDA ROSE - 3d ARTIST - MELINDA3D.COM

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## SKILLS

**10+ years professional 3d graphics experience** with multiple published game titles on console and PC, 4+ years of 3d, HoloLens, and Virtual Reality content development @ **Microsoft**, and experience leading and managing large teams of outsourced artists at **Lakshya Digital**, a **Keywords Studio** since 2018.

Up to date industry experience in current technologies such as **Autodesk 3dsMax**, **Maya**, **Zbrush**, **Agisoft Photoscan**, **Photoshop**, **Substance Designer** and **Substance Painter**, **Marvelous Designer**, **Unity**, **Unreal**, **Perforce**, **JIRA**, **Shotgun**, etc.

Strong work ethic and attention to detail with a great eye for quality 3d artwork, excellent verbal and written communication skills, Outsourcer Management and Art Direction, and conference presentation experience.

## EXPERIENCE

### **Lakshya Digital - Kirkland, WA** – Associate Art Director

October 2018 - PRESENT

Responsible for Artistic Direction to the core production team in India on multiple titles, as well as:

- Responsible for reviewing, giving feedback, and polishing assets before delivery to the client, and creating pre-production benchmark assets for the team.
- Creation of estimates, production schedules, pre-production guides, technical documentation, asset organization best practices, and communicating with multiple clients and multiple teams in India.

The feedback and skills necessary for this role cover nearly every aspect of the game art production pipeline: from the basic texturing/modelling pipelines for realistic or stylized assets, through rigging/skinning, animation, VFX/particle creation, Marvelous Designer cloth simulation, lighting/rendering, and working with the client's game source in Unity or Unreal to wire assets up for correct functionality.

### **Microsoft - Redmond, WA** – Lead 3d Artist

August 2014 – September 2018, Contractor converted to Full Time Employee in 2016

- 3D Lead for an internal HoloLens outreach team covering client communications, 3d asset creation, and optimization for HoloLens, AR, & VR headsets.
- Production of 3d assets for Windows Mixed Reality Viewer, Story Remix, Remix3d.com, Microsoft Windows, and Microsoft Office.
- Creation of Tech Pipeline documentation for multiple projects, including

documents outlining GLTF/GLB file formats and PBR texturing best practices.

- 3d Printable asset creation, textures, and hollowing for fast, efficient, cost-effective prints.

### **Microsoft Game Studios - Redmond, WA – 3d Artist**

2012 - 2013, Internal Microsoft Pre-Production Art Team, contracting through Collabera

- Numerous environment and character art assets modeled and rendered to be used to prototype concepts for *Age of Empires*, *Adera*, and *Halo* franchises.
- Realistic digital clothing within Marvelous Designer, Zbrush, and Maya nCloth for characters in *Quantum Break* and *Forza* franchises.

### **Blue Fang Games - Boston, MA – 3d Environment Artist**

2008 - 2010, Shipped title: "World of Zoo" (2009) for Wii and PC

- Environment Artist Team Lead on four out of the eleven environments in *World of Zoo*, as well as numerous additional smaller modular setpieces, pre-rendered company logo, and design prototypes.
- Primary environment artist allowed to edit numerous XML documents for asset implementation with Blue Fang's custom game engine.
- Rigged and skinned models for Havok physics and animation.

### **Cyan Worlds Inc. - Spokane, WA – 3d Environment Artist**

2006-2007, Shipped title: "Cosmic Osmo's Hex Isle" (2007) for Mac and PC

- Responsible for all modeling, props, texturing, lighting, and atmospheric effects for two of the game's six playable environments.
- Created building exteriors, building interiors, organic models, props, and creature models for unreleased products with or without concept art.

## MISC

- Speaker at *Microsoft's Build Conference* in 2018 on the use of Photogrammetry to preserve heritage sites with HoloLens, and speaker/exhibitor at multiple Microsoft HoloLens outreach exhibits/events.
- Modified and re-textured the *Mixed Reality Viewer's* default "Seagull" model which went on to be viewed in 17.8 million sessions with the *Windows 10 Creators Update*.
- One of five initial Artists invited to collaborate with *Hasbro* to create officially licensed *My Little Pony: Friendship is Magic* 3d printable figurines and jewelry in collaboration with [Shapeways.com](http://Shapeways.com) in 2013.
- Expert Seamstress with 15+ years experience in costume creation and historical fashion, winner of multiple costume competitions and awards.

## EDUCATION

### **The Art Institute of Portland - Portland, OR – 3.9 GPA**

2005-2008, Game Art & Design