

David Boren

3D Environment Artist

<http://www.davidboren3d.com>

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Plano, Tx. 75024



Skills

- 3dsMax 2010
- Adobe Photoshop CS4
- CrazyBump 1.101
- Javascript 1.8.1
- Maya 2010
- Microsoft Office Suite 2007
- Mudbox 2010
- Painter X
- Torque X Game Builder 1.5
- Tortoise SVN 1.6.9
- Unity 2.6.1
- Unreal Development Kit
- Unreal Tournament 3 Editor
- xNormal 3.16.7
- Zbrush 3.5 R3

Game Experience

Maglev

Artist

January 2010-May 2010

“A third-person puzzler with magnets, robots, and space”

Guildhall Produced: four Artists, three Programmers, eight Level Designers, using the Unreal Development Kit

- Developed 12 modeling sheets
- Modeled, unwrapped, and textured (diffuse, specular, normal, ambient occlusion) 13 next-gen environment meshes
- Created two tileable textures

Fight for the Fiendish Phlogisticator

Lead Artist

June 2009-October 2009

“Choose good or evil as you battle it out in this pulp-fiction stylized FPS in a mad scientist’s dungeon”

Guildhall Produced: two Artists, one Programmer, three Level Designers, using the Unreal Tournament 3 Editor

- Lead a team of artists for the “Fight for the Fiendish Phlogisticator” Unreal Tournament 3 demo
 - Created and maintained art pipeline
 - Assigned all art asset creation tasks
 - Approved all art assets
 - Imported and packaged all approved meshes and textures into Unreal Tournament 3 Editor
 - Wrote and maintained all art documentation

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- Created 3D assets
 - Four characters, three weapons, three environment meshes
 - All included diffuse, specular, normal, and ambient occlusion maps that were exported out into Unreal Tournament 3 Editor and converted into materials
 - All characters were skinned and exported into Unreal Tournament 3 Editor where I set up the sockets, material instance constant materials, and configured their .ini files so that they would appear and be playable in -game
 - All weapons were rigged in 3dsMax, exported out into Unreal Tournament 3 editor where the sockets were added and packages for the meshes and materials were built
- Created four tileable environment textures
- Created game case cover, manual, and disc label

Bathyscaphe

Artist

March 2009-May 2009

“A 2D deep-sea adventure where you navigate your submarine to find the elusive giant squid”

Guildhall Produced: two Artists, one Programmer, one Level Designer, using Torque X Game Builder

- Created 2D artwork for “Bathyscaphe” video game (Awarded “Most Immersive”)
 - 24 frames of 2D animation
 - Marketing poster

Haiku

Artist

March 2009

“Fight your way through this visually breathtaking 2D hack n’ slash inspired by ancient Japanese screen paintings.”

Guildhall Produced: one Artist, one Programmer, one Level Designer, using Torque X Game Builder

- Created 10 concept pieces
- Created 60 frames of 2D animation

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Independent Contractor--"Minuteman" Indie Movie Project Environment Prop Artist July 2009

Dreamfly Produced: six Artists, one Programmer, one Level Designer, using Unreal Tournament 3 Editor

Modeled, unwrapped, and textured six meshes for a hospital scene that appeared throughout the indie film "Minuteman"

Education

The Guildhall at SMU January 2009-May2010

Certificate in Digital Game Development, specialization in Art Creation

Austin College August 2004-May 2008

Graduated Cum Laude with Bachelor of Arts in Philosophy, with a minor in Art

Personal Works

Directed Focus Study "Shanty Town Harbor" January 2010-February 2010

A shantytown harbor level set in Asia that was cut from the "Stranglehold" videogame

- Based off concept art for the videogame "Stranglehold"
- Created using modular assets
- Created using 3dsMax, Adobe Photoshop CS4, and the Unity game engine

Directed Focus Study "Morning Allure" August 2009-September 2009

A 3D environment scene inspired by ship graveyards and lost islands

- Developed based off ship graveyards
- Created to look like a game environment
- Designed to give the viewer an aesthetically pleasing experience