

Ken Bishop

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HEADLINE: Senior Character Art Director/CG Generalist with skills in concept art, modeling, texturing, animation, lighting, and a strong creative vision for high-end projects.

WORK EXPERIENCE:

2008-present

Freelance Character Art Director and CG Generalist

- CG Generalist with exceptional proficiency in modeling/texturing both organic and hard surface for various clients including Elastic, Zoic, Psyop, Skechers, Activision, Blizzard, EA, Microsoft, Sony, ABC, TNT, and Fox. Duties range from concept art to modeling, texturing, animation, look dev, lighting, and shaders. Advertising, TV, Film, Videogames and cinematics.

2002-2013

Electronic Arts Los Angeles

Character Art Director

- Managed character art teams, created key character and concept art. Contributed to many titles including Tiberium, Battle for Middle Earth 2, LMNO (Steven Spielberg project), Multiple Command and Conquer titles, and multiple Medal of Honor projects.
- Collaborate with Art Director to establish and maintain signature visual style
 - Develop style and reference guides
 - Establish character art pipelines, technical specifications, and key milestones
 - Create 'hero' character art to establish visual quality standard
- Design, concept, model, texture and rig character and weapon models for a range of projects from futuristic sci-fi to historical military to fantasy
- Create custom shaders in Unreal 3 for human and alien characters, creatures, and weapons
- Manage and mentor character art teams, both internal and outsourced
- Collaborate closely with other disciplines to maximize quality and functionality of integrated assets
- Provide additional key art, renderings, and illustrations for both internal and external marketing and PR efforts.

2010- 2011

High Moon Studios, Carlsbad CA

Senior Cinematics Artist, Character Art Director

- Character, vehicle, and FX modeling, texturing, and animation for in-game cinematics on Transformers: War for Cybertron using Unreal 3
- Character Art Director for Transformers 3: Dark of the Moon

July 2002- October 2002

DAZ Productions,

Modeler/Texture Artist

Responsible for creating updated iteration of company's flagship digital human model and facial morph targets.

June 2000- June 2002

Zygote Media Group,

Modeler/Texture Artist/Animator

Responsible for creating models and textures for a wide range of entertainment projects and subject matter ranging from film to architectural models to numerous video game titles.

Additional responsibilities:

- Explore and evaluate new 3D software applications for potential product development
- Create Flash-based tutorials to teach 3D applications
- Be highly self-motivated and work with minimal input
- Create characters based on concept art or physical reference

BYU Center for Instructional Design, Sept 1999-June 2000

Illustrator/Modeler/Animator

Create digital art assets for university online course material.

Specialized in Flash animation and complex animated scientific visualizations using Studio Max.

Studio of Burton Silverman (Society of Illustrators Hall of Famer and renowned portraitist), New York, NY May-June 1999

Artist/Administrative Intern

**EDUCATION AND
RELEVANT SKILLS:**

BFA, Brigham Young University, April 2000

- Major: Illustration with emphasis on traditional oil painting and life drawing
- Trustee's Academic Scholarship
- Multiple Art Talent Award Scholarships
- Very high proficiency in Zbrush, Maya, V-Ray, Photoshop, Mari
- Also experienced with After Effects, Marvelous Designer, Studio Max, Mudbox, Substance, Painter, Illustrator, Flash, Alienbrain, Perforce, Modo

- Outstanding skills in traditional art media, color theory, and lighting
- Advanced knowledge of anatomy
- Solid edge loop construction techniques and deformation considerations
- 5+ Years experience with Unreal 3 engine
- Many years of leadership experience managing both in-house and outsourced teams
- Work extremely well in a collaborative team environment
- Highly self-motivated with strong work ethic
- Robust communication skills and public speaking experience
- Voluntary two-year service mission to Brazil
- Fluent in Portuguese and conversational Spanish