

Scott Smalley

3D Artist

Contact

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Education

Bowling Green State University (Bowling Green, OH; Graduated 2002)

BFA in Digital Arts (area of focus Computer Animation)

Skills

Software Proficiency

Modeling

Autodesk Maya (15 years professionally)

Autodesk 3dsMax (2 years professionally)

Texturing

Adobe Photoshop (15 years professionally)

Substance Painter and Designer (2 years professionally)

Professional

Avalanche Studios, NYC Studio (Feb 2015 - Present)

Senior Vehicle and Weapon Artist

Just Cause 4 (PlayStation 4, Xbox One PC 2018)

Vehicle and Weapon Art Lead, Vehicle Product Owner

Art Responsibilities: Worked directly with Art Director to establish an overall look for the vehicles and weapons. Prototyped and outlined vehicle improvements and standards during pre-production. Guided each new vehicle and weapon through the concept and creation phase, balancing input from all parties (art, design, anim, mechanics, narrative, physics, tech, directors, etc). Developed in-game vehicle brands, including badges/logos and paint palettes. Managed team of in-house artists and provided feedback for asset creation. Creation of concept paint-overs for vehicles. Creation of

original vehicle model and textures. Extensive polish of vehicles and weapons from outsourcing. Creation of Army of Chaos versions of military vehicles and other variants.

Product Owner Responsibilities: Advocate for Vehicles. Prioritized art, design, and physics work on vehicles. Resolve conflicts between disciplines.

Just Cause 3 (PlayStation 4, Xbox One PC 2015)

Environment Artist

Responsibilities: Creation of multitude of assets used in the Capital City. Modern building set modules, modern foundations and pavers, misc city and beach props. Creation of large defense weapon and other misc props. Implementation of "road decorations" for the entire world (street lamps, signage, guard rails, barriers, etc).

Jagex Games, Carlsbad Studio (Mar 2012 - Oct 2014)

Senior 3D Artist

Transformers Universe (PC, Mac 2014)

Vehicle Artist, Environment Artist

Vehicle Responsibilities: Creation of original unlicensed vehicles. Improvement of existing vehicles. Creation of damaged versions of vehicles.

Environment Responsibilities: Creation of building modules and associated props for New Mesa map. Creation of set pieces and props including military towers, retaining walls, dams, buildings, building modules and signage. Creation of destroyed versions of many assets.

Carnage Racing (iOS, Facebook, PC, Mac 2013)

Vehicle Artist, Environment Artist, 2D Artist

Responsibilities: Design, modeling, texturing, rigging of vehicles. Responsible for weapon visual design, modeling, texturing, rigging and animation. Responsible for game environment modeling, texturing, and collision. Responsible for many of the 2D design elements, including the race posters, vehicle badges, many UI elements and app icon.

Rockstar Games, Rockstar San Diego (Aug 2003 - Mar 2012)

3D Artist

Grand Theft Auto V (PlayStation 3, Xbox 360 2013)

Environment Artist

Responsibilities: Creation of new structures such as houses, bridges, commercial buildings, etc. Modification of existing structures for reuse. Second

pass art on initially laid out locations. Extensive bug fixing.

Max Payne 3 (PlayStation 3, Xbox 360 2012)

Vehicle Artist, Environment Artist

Vehicle Responsibilities: Creation of original vehicles, as well as improving outsourced/existing vehicle models. Creating rims and kit pieces for vehicles.

Environment Responsibilities: Improvements to problematic or new areas of the game. Prop creation. Optimization of art for multiplayer levels.

Red Dead Redemption (PlayStation 3, Xbox 360 2010)

Environment Artist

Responsibilities: Ownership of terrain for northeast section of map known in game as Blackwater. Responsible for the creation of roads and many cliff faces in this area and region to the north. Responsible for plant and rock placement and fixing all bugs dealing with terrain in this area. Also extensively polished and fixed many railroad bridges throughout the game world.

Midnight Club: Los Angeles (PlayStation 3, Xbox 360 2008)

Vehicle Artist

Responsibilities: Worked with Lead to propose vehicles to be featured in game. Created licensed vehicles (interiors and exteriors), rims, and aftermarket body kits. Created original body kits for cars from in-house concepts. Rigged (including functional hoods, doors and trunks), UV mapped, created level of detail models, textures (including final polish pass on every car's headlights and taillights). Animated convertible tops, including smooth binding soft tops. Photoshoots to gather extensive reference for model and textures of vehicles.

Midnight Club 3: Dub Edition (PlayStation 2, Xbox 2005)

Vehicle Artist

Responsibilities: Created licensed vehicles (cars and motorcycles), rims, and aftermarket body kits (licensed and original). Created textures, UV maps, damage states, and level of detail models. Photoshoots for model and texture reference of vehicles. Created in-engine screenshots for loading screens and official marketing use.