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Marcel Rowe Character Artist

OBJECTIVE

To join a studio that allows me to grow as character artist and leader, working alongside a passionate team dedicated to creating the highest quality of products.

WORK EXPERIENCE

- Electronic Arts — Character Artist (TFT)** January 2017 – Present
Need for Speed: Payback (PS4/XB1)
- Reviewed outsourced assets and corresponded with vendor to reach expected quality
 - Finish and polish outsourced assets to reach expected quality
 - Model and texture assets based off of the given concept
- CG Breakdown — Character Artist (TFT)** May 2016 – January 2017
- Modeled and textured a diverse range of characters
 - Set up lookdev for finished assets in Renderman
 - Create blendshapes and correctives on rigged models for animation
 - Painted concepts and design updates for models
- Electronic Arts — Associate Character Modeler (TFT)** January 2015 – May 2016
FIFA 16, FIFA 17 (PC/Xbox 360/PS3/PS4/XB1)
- Co-Lead on Character art
 - Helped train new hires and get them up to speed on project pipelines
 - Sculpted and polished player heads for production
 - Managed outsource review team and delegated tasks
 - Reviewed outsourced assets and corresponded with vendor to reach expected quality
 - Review in-house artists work
 - Sent out daily reports on the progress of outsourced asset
- Ironclad Games — Artist** July 2011 – December 2014
Sins of a Dark Age (PC)
- Created a wide range of characters, creatures, environments and props
 - Developed an asset library system for monetizing art components
 - Responsible for painting base through to final textures
 - Painted rough concepts for props and characters
 - Illustrated UI icons
- Freelance — 3D Artist** March – July 2011
Noll Studios
Ironclad Games
- Created modeling, sculpting and texturing services for in-game characters and props
 - Provided creative support to clients regarding their design process
 - Responsible for setting up characters for in-game customization
- Propaganda Games (Disney Interactive Studios) — Development Support** March – October 2010
Pirates of the Caribbean: Armada of the Damned (PS3/Xbox 360/PC)
- Main point of contact for QA team for the world and character art as well as localization
 - Created test plans for tracking world and character art issues
 - Provided gameplay and testing support to the development team as needed
 - Responsible for providing daily builds of the game to production leads

Slant Six Games — Development Support

February – November 2009

SOCOM: Fireteam Bravo 3 (PSP)

- Constructed test plans for tracking all art-related issues
- Responsible for testing online functions such as PvP and Co-op
- Generated daily morning reports on the status of the game

Hothead Games — Quality Assurance Consultant

February – November 2008

Penny Arcade Adventures Episode 1 & 2 (PS3/Xbox 360/PC/Mac/Linux)

- Conducted daily playthroughs and wrote status reports
- Responsible for running quality assurance verifications and TRC checklists
- Tested various games for compatibility for playgreenhouse.com portal

SFU S.A.G.E. (Simulation of Advanced Gaming Environments) — Modeler

January – March 2008

- Modeled and textured various characters and props
- Created concept art for various assets
- Revised existing models and created a final pass

Dreamglazers Interactive — Character Modeler

August – December 2007

Dreamers (PS3/Xbox 360/Wii/PC)

- Responsible for model and textures for main player character
- Provided in-depth feedback in the character design process
- Researched new methods to improve the art pipeline by looking into new software to use to speed up the process

EDUCATION

Game Art & Design Diploma, Art Institute of Vancouver Burnaby

2005 - 2007

SKILLS

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| <ul style="list-style-type: none"> • Digital sculpting • Texture painting • Rigging & weighting • High- to low-poly modeling • Concept art research & design • Outsource correspondence • Intermediate French vocabulary | <ul style="list-style-type: none"> • Blendshape Creation • Pipeline improvement processes • Monetization asset planning • Modular asset library creation • QA testing process knowledge • Shipping live ops and console games • Team management |
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SOFTWARE KNOWLEDGE

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| <ul style="list-style-type: none"> • Maya • ZBrush • Softimage XSI • 3DS Max • Photoshop • Marvelous Designer | <ul style="list-style-type: none"> • XNormal • Marmoset Toolbag • Frostbite • Substance Painter • Renderman |
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