

# Randall Green | Game and Simulation Graphic Artist

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## ABOUT ME

- I am self-motivated and a passionate Artist with professional experience who consistently creates professional and attractive visual targets fast with high quality.
- I promote communication within a team environment and influence new tools and innovative ideas to help tasks be exceptionally productive
- I constantly sharpen my skills to continuously grow as a creative and innovative artist. My passion for design and creation helps me maintain clear communication and understanding between the team and I.
- I am dependable, dedicated and have optimism during in high intensity work environments.

## SKILLS

### SPECIALTY/ SOFTWARE

- Realistic and Game 3D Modeling and Texturing, Animation, Lighting and Rendering, Compositing, Logo Design, Advertisement/ Proposals. User Interface/ HUD Design, Illustration.
- Maya, 3DS Max, Cinema 4D, Zbrush, Substance Designer/ Painter, Mental Ray, Vray, Photoshop, Illustrator, Flash, After Effects, Premiere Unity Engine, CryEngine, Unreal Engine Marmoset Toolbag, Keyshot

## PROFESSIONAL WORK EXPERIENCE

CREATIVE VETERAN PRODUCTIONS

WINTER GARDEN, FL

SEP2015 – Present

### 3D Graphic Designer

- Created Ultra Realistic Game Ready 3D Models with both High Poly & Low Poly usages, Photorealistic and Intelligent Texturing, Video Animation for 3D Immersive Training Simulations.
- Created Beautifully Attractive Graphic Designs for Web Development, Government Kiosk Stations, V.R. simulations.
- Created UI Design and Layout for Customization Menus and User Interaction for multiple VA projects, internal projects & Disney projects.
- Worked closely with Creative Director to create 3D Assets for Walt Disney World Event Group Conferences to include: Disney Castle, Fairy Tale Book Opening Sequence, Cinderella Dining Room, Cockpit Liftoff sequence to mimic Mission: Space, among others.

JHT INCORPORATED

ORLANDO, FL

JULY2010 – APR 2015

### Weatherization Lead Graphic Artist

- Security Clearance Level: Secret
- Lead Artist on Weatherization project while overseeing work of a number of artists and ensuring quality and timely delivery of assets in a fast paced environment
- Lead Artist for 3D Modeling, Texturing/ Rendering assets for multiple Projects
- Lead Artist for Interface Design and functionality for Simulation Training
- 2D/3D creation for Web Design/ WebGL/ Bootstrap

### GE MRTS Graphic Artist

- Created realistic 3D Models, Textures and Renders for GE 3D Simulation on proprietary software
- Lead Artist for User Interface and Screen Design for GE International Simulation Training
- Worked with Project Leads/ Programmers to improve Simulated Animation performance.
- Spearhead Art Proposals/ Presentations, resulting in the company successfully winning contacts.
- Optimized/ Modeled 3D CAD Models for Simulation Training

ELECTRONIC ARTS TIBURON

ORLANDO, FL

OCT 2005 – NOV 2009

### Environment Graphic Artist

- Created 3D Models, Texturing and Rendering for realistic character and uniform likeness on Xbox 360, PS3, Xbox, PS2, Nintendo Wii and PSP
- Gathered Architectural reference and created realistic 3D models, Texturing and Rendering for Stadiums, Environments and Equipment to be used in AAA game titles.
- Coordinated with Art Leads and Art Director to improve frame rate and game playability
- I show dedication and optimism during crunch time and high intensity work loads

### CREDITS

- Xbox 360/ PS3: Madden NFL Football 2006, 2007, 2008, 2009, 2010, 2011
- Xbox 360/ PS3: NCAA Football 2006, 2007, 2008, 2009, 2010, 2011
- Xbox / PS2: Madden NFL Football 2006, 2007, 2008, 2009, 2010, 2011
- Xbox / PS2: NCAA Football 2006, 2007, 2008, 2009, 2010, 2011
- PSP: Madden NFL Football 2006, 2007, 2008, 2009, 2010, 2011
- PSP: NCAA Football 2010, 2011

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**FREELANCE ARTIST**

**ORLANDO, FL**

**NOV 2009 – JUL 2010**

## Freelance Artist

- Designed Graphic Panel Prints for MLSC Games: Mission Impossible game ride concept
- Designed a Logo, Brochures and Banner Designs for a small unannounced Clothing Business
- Designed a Company Logo and slogan sign a small masonry company for vehicle decal
- Designed and composited created Graphics and photo reference for a local DJ album cover

**MAJESCO GAMES**

**EDISON, NJ**

**JUN 2003 – MAR 2004**

## QA/ Artist

- Assisted the Marketing Department with game screenshots graphic touch ups for Advertisement, Promotional and Packaging
- Tested proprietary software and generated concise reports on performance and errors
- Performed stringent testing for Microsoft and Sony TRC violations
- Experience use of SDK Emulator and proprietary QA Tools
- Coordinated closely with QA Managers, QA Leads and Art Directors on Gameplay Design Documents, Game Performance and Art Design.

## EDUCATION

**FULL SAIL UNIVERSITY**

**WINTER PARK, FL**

**MAR 2004 – SEP 2005**

## A.A Computer Animation

- Learned 2D Designs and Composition, Masking, Color Correction, Tones, Contrast and Complimenting colors
- Learned 3D Design, High and Game Res modeling with Polygons, NURBS and SUB-D and 3D Sculpting
- Realistic and Stylized Texturing, the UV Mapping process that gives the most resolution while having an organized layout.
- Rigging, Skinning, Deformers, Physics and EFX
- Traditional Animation and CG Animation of organic and mechanical movement
- Realistic Lighting, Rendering, Post Production Compositing, Camera Matching and Rotoscoping
- Web and Interface Design for HUDs, Menus and Websites

DEVRY UNIVERSITY

NORTHBRUNSWICK, NJ

SEP 2000 – OCT 2001

### **A.A Telecommunications Management**

- Learned PBX Installation and Configuration
- Learned Network Administration for a small and large Company Environment
- Learned Network components involving LAN/WAN Networks, T1, T3, Firewalls, HUBs and Routers  
Learn Design and Functionality of Network components using Visio