

Rupert Morris

Technical Artist, Lead 3D Artist & Instructor

Down to earth, humorous, easygoing artist

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SKILLS

Team/Communication Skills	● ● ● ● ●	Maya, ZBrush & Substance	● ● ● ● ●
Creativity	● ● ● ● ●	Problem Solving	● ● ● ● ●
PBR Textures, Shaders, UVs	● ● ● ● ●	Lighting, Render, & Post Process	● ● ● ● ●
Scripting & C#	● ● ● ○ ○	Game Art Optimization	● ● ● ● ●
Unity, PC & Mobile Game Dev	● ● ● ● ●		

WORK EXPERIENCE

Lead Artist

Hothead Games

08/2016 – Present

Mid Core & Casual Mobile Games

Halifax, NS

- Lead Artist on a variety of stunning mobile games, including *Zombie Beach Party!* and *Mighty Battles* for iOS/Android. [↗](#)
- Established the look and feel of games for mobile devices. Led an amazing team of 8 artists in character, environment art and UI production. Established art pipeline and production workflows, and led by example.
- Established art production pipeline, lighting, custom shaders and more. Tutorialized workflows.
- Communicated progress with and took direction from senior management.
- Delivered what the founder of the company called the 'best looking game' Hothead had ever shipped.

Contact: Vlad Ceraldi (Director) – <https://www.linkedin.com/in/vlad-ceraldi-747b961/>

Lead Artist

Whitebox Interactive

06/2014 – 03/2016

Warhammer 40K: Dark Nexus Arena for PC

Vancouver, BC

- Achieved high quality bar, higher frame rates and lead by example on Warhammer 40K title. [↗](#)
- Created outstanding base meshes for Character Artists to build off of.
- Earned Games Workshop approval for all models and textures.
- Assisted character artists in improving quality and fidelity.
- Created & documented pipelines and workflows for character art.

Contact: Jon Falkowski (CEO) – <https://www.linkedin.com/in/jonathan-falkowski-8948261/>

3D Art Instructor & Mentor

Vancouver Film School

01/2012 – 08/2015

3D and Game Art production Instructor with VFS

Vancouver, BC

- Improved quality of curriculum and student projects via implementation of current game art workflows (ZBrush/Maya/Unity/Unreal).
- Streamlined and focused game art production on tight deadlines.
- Solved myriad technical art issues: lighting, rigging, weighting etc.

Contact: Peter Walsh (Program Head) – <https://www.linkedin.com/in/peter-walsh/>

WORK EXPERIENCE

3D Animation & Game Art Instructor

VFS, VanArts, BCIT, VCAD

12/2007 – 08/2016

Renowned 3D Instructor at very major 3D school in Greater Vancouver

- Inspired students to produce great, industry relevant reels that lead to jobs in the 3D animation, video game and visual FX industries.
- Helped students' solve production problems.
- Taught at VanArts, Vancouver Film School, British Columbia Institute of Technology, Visual College of Art and Design.

Contact: Anne Morris (VCAD Director) – <https://www.linkedin.com/in/anne-morris-41829492/>

Lighting Artist

Electronic Arts

01/2007 – 11/2007

World lighting artist for Skate (PS3, Xbox 360)

- Made stunning streaming open-world art run at high FPS by baking lighting and occlusion into textures for real-time results.
- Took ownership of lightmap UVs for entire streaming world art environment, throughout 'Skate' video game development cycle.
- Solved geometry/normal issues that affected lighting.
- Steered the player towards goals via lighting.
- Informed Lead Lighter and Art Directors with regular, thorough reports.

Contact: Chris Vondruska (Lead Tech Artist) – <https://www.linkedin.com/in/chris-vondruska-bb9bb410/>

EDUCATION

Diploma, 3D Animation

British Columbia Institute of Technology

10/2006

Burnaby, BC

BFA, Media Arts and Digital Technologies

Alberta College of Art and Design

04/2002

Calgary, AB