

STEPHEN BABB - VFX ARTIST

STEPHENBABB@LIVE.COM

OBJECTIVE – TO CREATE INCREDIBLE VISUAL EFFECTS ON AN EXCITING PROJECT WITH LIKEMINDED AND PASSIONATELY TALENTED PEOPLE

SKILL SET

- UNREAL 3 - KISMET/ADVANCED MATERIAL EDITOR AND CASCADE TECHNIQUES
- 3DSMAX
- ZBRUSH
- PHOTOSHOP
- ILLUSTRATOR
- AFTER EFFECTS
- FLASH
- UVLAYOUT
- CRAZYBUMP
- XNORMAL
- BLACK INK
- SCRUM
- PERFORCE
- TEST TRACK PRO
- HANSOFT
- TEAM MANAGEMENT

EXPERIENCE

THE BUREAU: XCOM DECLASSIFIED/ 2KMARIN

VFX ARTIST - 10/2012 – PRESENT

MY RESPONSIBILITIES INCLUDED

- VFX TEAM LEAD FROM 10/2012 - PRESENT
- MANAGING VFX TEAM – MANAGING 3 VFX ARTISTS/MILESTONE DELIVERABLES /FEEDBACK/MENTORING/1 ON 1'S...
- DIRECT COLLABORATION WITH NVIDIA TO GET PHYSX DATA ON PC – INCLUDING STUDIO VISITS. ALSO CREATED SEVERAL OF THE KEY PHYSX VFX, MOST NOTABLY THE TURBULENCE FIELD GROUND FOG, NODE TOWERS, OUTSIDER SEEDS, MOSAIC, DISRUPT ABILITY, AND SCATTER ABILITY
- STUDIO PRESS EVENT VFX PRESENTATIONS/GREET AND MEET - BOTH NATIONAL AND INTERNATIONAL PRESENTATIONS WITHIN THE STUDIO
- VFX PERFORMANCE AND MEMORY BUDGET CONTROL
- CREATING UNIQUE AGENT/ENEMY ABILITIES
- WORKED WITH DESIGN, PROGRAMMING, AND ANIMATION TO HELP CREATE SYSTEMS FOR OUR VFX ARTISTS
- CREATING COMPELLING AND PERFORMANCE FRIENDLY ENVIRONMENT/PROXY/CINEMATIC/ABILITIES/WEAPON EFFECTS
- SCRUM - PLAYED KEY ROLE IN MULTIPLE SCRUM TEAMS
- BUG FIXING/MANAGING VFX BIN/TASKS - WORKED CLOSELY WITH QA AT ALL STAGES OF DEVELOPMENT

THE BUREAU: XCOM DECLASSIFIED/ 2KMARIN

JUNIOR VFX ARTIST - 2/2011 – 9/2012

MY RESPONSIBILITIES INCLUDED

- CREATING UNIQUE AGENT/ENEMY ABILITIES
- CREATING COMPELLING AND PERFORMANCE FRIENDLY
- SCRUM - PLAYED KEY ROLE IN 3 SEPARATE SCRUM TEAMS AT THE SAME TIME DURING PRODUCTION
- ENVIRONMENT/PROXY/CINEMATIC/ABILITIES/WEAPON EFFECTS
- BUG FIXING

THE BUREAU: XCOM DECLASSIFIED/ 2KMARIN

VFX ARTIST INTERN - 8/2010 – 1/2011

MY RESPONSIBILITIES INCLUDED

- CREATING COMPELLING AND PERFORMANCE FRIENDLY ENVIRONMENT/PROXY EFFECTS
- BUG FIXING

BIOSHOCK2 & THE BUREAU: XCOM DECLASSIFIED / 2KMARIN

SENIOR INTERNAL QA ANALYST - 12/2008 - 8/2010

MY RESPONSIBILITIES INCLUDED

- INTERNAL QA TASKS
- SMOKETESTS/BUILD TESTING
- SINGLE PLAYER TESTING
- MULTIPLAYER TESTING
- UNREAL 2.5 AND UNREAL 3 TESTING
- MEMORY ALLOCATION DATA COLLECTION FOR 360 & PS3
- TRAINING NEW QA MEMBERS
- CREATING 360 & PS3 ISO'S FOR INTERNAL & EXTERNAL QA TESTERS
- WORKING DIRECTLY WITH THE DEVELOPMENT TEAM TO ISOLATE & RESOLVE OUTSTANDING ISSUES

WESTWOOD COLLEGE

TEAM PROJECT EXPERIENCE - WESTWOOD GAMECLUB

MODELER & ENVIRONMENTAL ARTIST

I HAVE ENJOYED BEING THE ENVIRONMENTAL ARTIST, TEXTURE ARTIST, AND MODELER IN A FEW GAMECLUB PROJECTS. THE GAMES I HAVE WORKED ON ARE; DIRTY, HIGH-NOON, BOYS VS. GIRLS, AND IR THE ZOMBEH.

MY PERSONAL RESPONSIBILITIES INCLUDED

- CREATING AND PREPARING CONCEPT SKETCHES
- CREATING ASSETS FROM THE CONCEPTS
- CREATING VARIOUS ASSETS FOR LEVEL DESIGNERS
- DELIVERING USABLE ASSET FOR USE IN UE3

EDUCATION

WESTWOOD COLLEGE

CUM GPA: **3.823**

DEGREE: BACHELOR OF SCIENCE

DEGREE HONORS: MAGNA CUM LAUDE

COURSE: GAME ART & DESIGN

9 DEAN'S LIST CERTIFICATES

PRESIDENT'S LIST

REFERENCES UPON REQUEST

RECOMMENDATIONS - [LINKEDIN](#)