

## **RONNIE ASHLOCK - 3D and Technical Artist**

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### **SHIPPED TITLES**

*Actiongram (2017)*

*Deer Hunter 2014 (2014)*

*Penguins! Escape (2013)*

*EverQuest Live Series: Dragons of Norrath (2005), Omens of War (2004), Gates of Discord (2004), Lost Dungeons of Norrath (2003), Legacy of Ykesha (2003), Planes of Power (2002), Shadows of Luclin (2001), Scars of Velious (2000)*

### **KEY SKILLS**

Production and technical artist with 17 years of PC and console development experience. Skilled in all aspects of game art creation. Excellent at mastering new technology and developing production pipelines and best practices.

### **PROFESSIONAL EXPERIENCE**

#### **Artist - Contract Technical Artist- Microsoft - Redmond, WA - February 2016 - Current**

Technical artist working with Unity to create holographic assets for Actiongram, a mixed-reality application for Microsoft HoloLens. Tools used: Unity, Maya, Photoshop, Houdini, Shotgun.

#### **Artist - Contract 3D and Technical Artist - Rocket Alien - Redmond, WA - February 2015 - April 2015**

Production and Technical Artist working on mobile and virtual reality/augmented reality applications. Responsibilities included modeling, texturing and lighting 3D scenes, some VFX and rigging and animation. Tools used: Maya, 3ds Max, Modo, Substance Designer and Unity.

#### **Artist - Contract Modeler and Texture Artist - Amazon.com - Seattle, WA - September 2014 - October 2014**

Production artist working with proprietary engine and tools to make 3D lock screens for Amazon's Fire Phone. Lock screen art production went into hiatus shortly after I started. Tools used: Maya, Photoshop, Zbrush, Blender, Proprietary.

#### **Artist - Contract Modeler and Texture Artist - Glu Mobile - Bellevue, WA - November 2013 - May 2014**

Weapons artist tasked with modeling, UV mapping and texturing digital firearms for live updates to Deer Hunter 2014 on iOS and Android platforms. Responsibilities include working with Glu's art director to create unique, custom weapons as well as improving the quality of outsourced weapon assets. Tools used: Maya, Photoshop, Unity3D.

#### **Artist - Contract Generalist - Wild Tangent Games - Seattle, WA - November 2012 - April 2013**

Production artist filling several roles on *Penguins! Escape*, a web-browser-based game ported to iOS. Responsibilities included organizing and updating existing 3D models and textures as well as re-timing animations and splicing animation data to meet precise specifications as described by a remotely-based programming team. Also responsible for some look development and updating of existing shaders for rendering. Tools used: 3ds Max, Photoshop.

#### **Artist - World Tribe Media, Inc. - Vancouver, British Columbia, Canada - June 2012 - November 2012**

Environment and character artist responsible for creating 3D models and textures for *CounterStory*, a browser-based MMO. Duties also included evaluating new tools and trouble-shooting performance bottlenecks. Tools used: Unity 3D, Zbrush, 3ds Max, Substance Designer.

#### **Adjunct Instructor - International Academy of Design and Technology, Tukwila, WA - May 2012 - October 2012**

Course instructor for a world-building class using Maya and Unreal Developer's Kit. Topics discussed and

explored in class included testing gameplay concepts via white box, modular component creation in Maya, UV mapping and strategies for texture creation, material creation and assignment, as well as implementing interactive functionality in a world using UDK's Kismet and Matinee modules. Specific lectures covered planning and organization, industry best practices as well as learning flexible and iterative production methodologies.

**Founder/Senior Artist - Paradessa Games - Sammamish, WA - 2011**

Created conceptual designs for characters and environments and made in-game character and weapon assets for an iOS prototype. Provided some contract weapon work for Sony Online Entertainment's *PlanetSide 2*. Tools used: Modo, Zbrush, Maya, Photoshop.

**Artist - Sony Online Entertainment - San Diego, CA - 2000 - 2005 and Bellevue, WA - 2005 - 2011**

3D artist specializing in hard-surface modeling, mainly modern firearms for the spy-themed first-person-shooter MMO, *The Agency*. Tools used: Maya, Softimage, Modo, Photoshop and Unreal Engine 3. Also worked as a 3D generalist for the *EverQuest* series from 2000 to 2005, making creatures, props, textures and animations.

**TECHNICAL SKILLS**

**3D Applications:** 3DSMax, Maya, Houdini, Modo, Softimage, Moment of Inspiration, Zbrush, Cinema4D, 3D-Coat

**2D Applications:** Photoshop, SketchbookPro, ToonBoom Animate, Allegorithmic Substance Designer 4, Substance Painter,

**Miscellaneous Applications:** Topogun, UVLayout, xNormal, CrazyBump, nDO

**Game Engines:** Proprietary, Unreal 3/UDK/Unreal 4, Unity 3D, CryENGINE 3, idTech 4

**Scripting Languages:** MEL, Python

**EDUCATION**

**Bachelor of Science, Art** (with an emphasis in painting) - **Harding University** - Class of 1993