

# Colin Greenhalgh's

## RESUME SHEET

SUITABLE FOR CHARACTERS OF ANY RACE OR CLASS (INCLUDING MULTICLASS CHARACTERS)

Colin Greenhalgh

Lead Environment Artist

### CHARACTER NAME

### CLASS AND LEVEL

colingreenhalgh@gmail.com

(563) 554 7924

### ADDRESS

### PHONE

http://colingreenhalgh.com/

Neutral Good

### URL

### ALIGNMENT

## -EXPERIENCE LOG-

Budcat Creations

Nov. '07 to Jan. '11

Lead Environment Artist

### LOCATION

### DURATION

### POSITION

### DESCRIPTION:

Worked with environment artists to create assets and develop the world of an unreleased hunting title for the Wii as well as spearheaded the environment art and design of the rapid prototyping project "Ghosts 'n Stuff". Other work at Budcat includes working with Neversoft to optimize the Guitar Hero franchise for the PS2 and Wii as well as various props for the Wii title Our House Party

## -ACHIEVEMENTS-

- Acquired the Mantle of +1 Positive Leadership
- Flourished the Sword of Constructive Criticism
- Learned the wizardly ways of SCRUMM
- Navigated the grizzly Art Pipeline
- Organized assets with ease, and Perforce
- Constructed castles and forests alike
- Exterminated a terrible vermin from the land
- Tamed, like, 8 dragons

## -CREDITS-

- Guitar Hero: Aerosmith (PS2) 2008
- Guitar Hero: World Tour (PS2) 2008
- Guitar Hero: Metallica (PS2 and Wii) 2009
- Guitar Hero 5 (PS2) 2009
- Band Hero (PS2) 2009
- Our House Party (Wii) 2009
- Top Shot Arcade (Wii) Unreleased
- Ghosts 'n Stuff (Unity) Unreleased

## -SKILLS-

3D Studio Max

Mudbox

Photoshop

High and Low Poly Asset Creation

Texture Referencing and Painting

Optimizing and organizing assets

High value in traditional art methods

Engine Experience (Unity and Unreal)

Level Design and Layout

## -EDUCATION-

The Art Institute of California - San Diego: 2004-2007

Bachelor of Science in Game Art & Design

COMMENTS, QUESTIONS OR CONCERNS EMAIL: COLINGREENHALGH@GMAIL.COM