

Wayne Gonsalves

<http://modernaesthetic.com>

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Objective

- An Environment Artist position at a company that encourages career and personal growth alongside talented, passionate individuals with the desire to create beautiful and stunning visuals

Qualifications

- A proven production artist with over 8 years of experience on a variety of projects, including Lead Environment / Vehicle Artist at Electronic Arts for two of their highest selling franchises, FIFA and Need for Speed
- Artist on the first fully computer animated tv series, Reboot!
- Specialized in creating clean, efficient, realistic Models and Textures for cinematics and real time games

Skills

- Highly attentive to detail with a strong grasp of scale, proportion, color and composition
- Adaptable to project needs and different artistic styles
- Enjoys sharing knowledge and collaborating with others
- Giving critiques and receiving feedback
- Involved with creating pipelines and streamlining workflows
- Strong organizational skills which ensures staying on schedule and meeting deadlines
- Extremely personable with solid communication skills, very open and approachable

Technical Skills

- In depth knowledge of polygon and nurbs modeling tools
- Texture creation using a variety of techniques
- Clean UV mapping depending on project needs
- Shader creation
- Rigging and Animation
- Lighting
- Optimization to improve performance
- Troubleshooting for bug fixes

Software Knowledge

- Maya (certified since Maya 1.0)
- 3ds Max
- Photoshop
- Mudbox
- Zbrush
- Mental Mill
- Crazybump
- Nvidia dds authoring
- Perforce
- Various proprietary tools, game engines

Production Experience

- 2009 – Current Electronic Arts Montreal (Montreal, Quebec) Environment Art Lead
- 2008 – 2009 Gameloft (Montreal, Quebec) Senior Environment Artist
- 2006 – 2008 A2M (Montreal, Quebec) CG Artist
- 2004 – 2006 Electronic Arts Canada (Vancouver, BC) Lead Environment Artist
- 2004 - 2004 Electronic Arts Blackbox (Vancouver, BC) Vehicle Artist
- 2000 - 2003 Mainframe Entertainment (Vancouver, BC) Modeling Artist

Education

- 1999 – 2000 Vancouver Film School 3D Animation and Digital Effects Graduate
- 1998 - 1999 Alberta College of Art and Design

Projects and Titles

- FIFA 2006 (Xbox360 Launch Title) Lead Environment Artist
- NBA 2006 (Xbox360 Launch Title) Environment Artist
- Need for Speed: Most Wanted (Xbox360 Launch Title) Vehicle Artist
- Need for Speed: Underground 2 (PS2 / Xbox / GC / PC video game) Vehicle Artist
- Need for Speed: Nitro (Wii) Environment Artist
- Reboot! (tv series) - produced by Mainframe Entertainment
- Heavy Gear (tv series) - produced by Sony Pictures Entertainment
- Max Steel (tv series) - produced by Sony Pictures Entertainment
- Barbie of Swan Lake (movie) - produced by Artisan Entertainment
- Wayside School (tv series) - produced by Nickelodeon
- Indiana Jones (Nintendo DS) - published by Lucas Arts
- The Golden Compass (Nintendo DS) - published by Sega
- Iron Man (Nintendo DS) - published by Sega
- GT Racing: Motor Academy (iPhone)
- Unannounced Next Gen title (Playstation3)
- Unannounced Next Gen title (Xbox360 / Playstation3)
- Unannounced HD title (Xbox 360 / Playstation 3)