

Jorge Riverol

2D/3D Artist

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Over 8 years experience creating 2D and 3D art for a variety of platforms. I bring creative energy to a team and a strong focus on delivering quality on time.

Experience

Senior Artist Savage Entertainment, Los Angeles, CA,

3/02 – 11/09

- **Extensive knowledge of 3ds Max, Photoshop**
- **Worked on multiple platforms (Xbox360, Wii, PS2, PSP, PC, NGC)**
- Worked with various game engines (Unreal3, Sabertooth, Eagle,)
- Mentored and guided Junior Artists
- **Oversaw teams of artists up of up to eight people**
- **Extensively experienced in Environment Art (Modeling, Texturing, Assembly, Lighting)**
- Experienced with Concept Art, Character, Vehicle, and Weapon Modeling/Texturing, FX particles systems, object and character animation
- Followed schedule and pipeline established by the Lead Artist
- Extensively experienced in porting
- Proactively sought feedback from the Art Director in style and mood
- Worked with designers to coordinate art assets connection with game play

Games

Transformers 2 (PSP)

Wall-E (PSP)

Area 51:Blacksite (XBox 360)

Transformers (PSP)

Medal of Honor: Vanguard (PS2 / Wii)

Scooby Doo: Who's Watching Who? (PSP)

Star Wars Battlefront 2 (PSP)

DARPA (PC)

GoldenEye 2: Rogue Agent (PS2, Xbox, NGC)

Masters of the Universe He-man: Defender of Grayskull (Xbox, NGC) (European Release)

James Bond: Nightfire (NGC, PS2, Xbox)

Contract Artist Present Creative, San Francisco, CA,

02/11 - Present

- Modeling /Texturing 3D environment assets for an upcoming sci-fi RTS game.

Contract Artist TwentyFourCore Productions, Inc, Phoenix, AZ,

5/05 – 06/10

- Created 2D and 3D art and animations for a band website, merchandise, stage banner, and tour DVD

Education

Associate of Applied Sciences in Computer Animation Art Institute of Phoenix, Phoenix, AZ

Software Experience

3ds Max, Photoshop, MudBox, Premiere, Illustrator, After Effects, Perforce, Visual SourceSafe, Dreamweaver, Sound Forge, Painter, Alias Sketchbook, Unreal Editor, Eagle Engine, Sabertooth Engine