

HUGH DAVID McCULLOM

hughiedm@gmail.com | C 703-786-5306

<http://www.hughmccullom.com>

Burbank, CA

SUMMARY

Architecturally trained game environment artist with 5 years of experience in planning the scope of an environment, creating game ready assets, and developing artistic pipelines to achieve technical requirements. Great team player but also self-starter and organized with great attention to detail and follow-through.

PROFESSIONAL EXPERIENCE

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|-------------------------------|--|---------------------|
| August 2011-
Present | Abyss Studios
<i>Owner</i>
Started an indie game studio and manage a team of four employees composed of two artists, a writer, and a business manager; formed Abyss Studios by establishing a business plan and raising funds to support the development and release of the first game, <i>Tiki Galore</i> ; <i>Tiki Galore</i> is a multiplayer arena game, created in Unreal Engine 4; was chosen by Epic Games in 2014 to be display at EGX London; the game was Greenlit in 7 days in May 2015; managed the team on enhancing the quality of art, extended the game to four levels of play, and developed nine Tiki special abilities; personally worked on the environment art, game play systems, visual effects, user interface development and character work; created using Maya, Photoshop, Unreal Engine 4, Perforce Versioning Software, ZBrush, xNormal, and World Machine; after perseverance and diligence, Abyss Studios made <i>Tiki Galore</i> available for sale on Steam in October 2015. | Burbank, CA |
| May 2014-
February 2015 | Kathy Taslitz Studios
<i>Digital Artist</i>
Worked closely with Kathy Taslitz to help develop and finalize her creation of Emotional Evolution using ZBrush, Maya, Photoshop, and MeshLab; used an in house MakerBot printer or outsourced to the company Solid Concepts to finalize pieces; managed a team of two artists to assist Kathy in the project for the new Manhattan Beach Library's interior sculptures. | Los Angeles, CA |
| May 2012-
October 2012 | Disney Interactive
<i>Environment Artist</i>
Created environments on an unannounced MMO title; the title's scope required all departments to work closely for immersive game play while keeping a cohesive artistic style; integrated new industry techniques of game art asset creation that allowed for more artistic focus; simplified iteration of assets for the environment art team; worked with developers to understand the game play and in turn created a functional pipeline for other artists to import the art; ability to quickly learn how to work in an evolving game development atmosphere with many iterations with the goal of a high quality finished product; created the environments with Maya, ZBrush, Photoshop, xNormals, and various proprietary tools. | North Hollywood, CA |
| February 2011-
August 2011 | High Impact Games
<i>Environment Artist</i>
Created environments for DreamWorks Super Star Kartz that consisted of DreamWorks movies Shrek, How to Train Your Dragon, Madagascar, and Monsters vs Aliens; worked on the race tracks for Shrek's Swamp, Dragon's Keep, Isle of Berk, Dragon's Lair, and Far, Far Away; developed concept for final level look and mapped out a plan of action to complete each race track in a timely manner; established a pipeline for creating all assets to meet artistic standard and requirements for Xbox 360, PlayStation 3, Wii, and 3DS; created the environments and assets with Maya and Photoshop and implemented using proprietary tools/engines. | Burbank, CA |
| May 2010-
October 2010 | Robomodo
<i>Environment Artist</i>
Initially worked on the animation team to help create variation for sideline NPC and imposters for Tony Hawk Shred; brought onto the environment art team to assist in asset creation; promoted within Robomodo to take on more responsibility by enhancing resolution of Texel quality, increasing detail and fidelity of existing assets, and creating additional assets to improve the levels; used Softimage XSI, Photoshop, and implemented using proprietary tools/engine. | Chicago, IL |
| June 2008-
May 2010 | HughieDM Design Productions
<i>Owner</i>
Created pre-visualization work for various architectural projects in Chicago and Washington, D.C.; created pre-visualization images of box seat redesign for the Verizon Center in Washington, D.C. | Chicago, IL |
| April 2007-
July 2007 | Initiative for Afghan Women
<i>Freelance Architect</i>
Designed and developed an orphanage for children in Afghanistan with a team of colleagues. | Bristol, RI |

2006	OPX <i>Summer Intern Architect</i> Worked on several government architect projects in Washington, D.C. as well as developed conceptual design for architectural competitions.	Washington, D.C.
2002-2005	SethAnne Studios <i>Summer Intern Architect</i> Worked on the construction, design/development, and 3D modeling/rendering of houses in Alexandria, VA.	Alexandria, VA

EDUCATION

The Illinois Institute of Art Bachelor of Fine Art in Game Art & Design, June 2010 Graduate Portfolio Show: Best in Show Award – Game Art & Design Graduated with honors	Chicago, IL
Roger Williams University Bachelor of Architecture, August 2007 Minor: Visual Arts	Bristol, RI

PROFESSIONAL DEVELOPMENT

Gnomon School of Visual Effects, Games + Animation Environment Creation for Games, April-July 2012 Digital Painting, April-June 2011	Los Angeles, CA
GDC Lectures Discussions on game development, March 2012	San Francisco, CA
Massive Black Workshop Workshops for artists from entertainment, games, film, and comics, November 2011	San Francisco, CA