

To Fellow Computer Graphics Researchers, Engineers, and Artists,

Creating works of art has been my strongest passion my entire life. Prior to the animation industry, I had worked for the architectural firms ranked number one (Gensler) and number two (NBBJ) in the world as an interior architect. I have studied for my Masters of Fine Arts in Computer Visualization at ACCAD at THE Ohio State University; focusing my research in bio mechanical character setup. This research involved working directly with supervisors from DreamWorks SKG. At 2K Sports, I did research on ways to streamline current rigs to make them lighter for game play on the award winning title NBA 2K. Later, I returned to EA Sports as a technical artist implementing rigging techniques as well as doing research on more advanced character setup for the top selling titles in the world, including MADDEN (the top selling title in North America). At Lucasfilm, Ltd., I was apart of the team on film game convergence collaborating on global "Star Wars" related projects while working with all three divisions: LucasArts, Lucasfilm Animation, and Industrial Light and Magic. This research involved complete analyzing and understanding of both render and real time assets for maximum output and potential (led by myself and a team of core artists and engineers). For the ease of better global communication, I was relocated (via order of the executive committee) from the Lucasfilm Animation Singapore studio (LAS) to the home office (The Presidio and the Skywalker Ranch) in San Francisco to continue research on this subject matter. I am currently seeking a position that will not only explore this topic further, but will also increase my awareness of all aspects of the computer industry. I look forward to speaking to you in the future.

Sincerely,



Brent J. Zorich



Companies

LECTURER (COLLEGIATE)

2010

Topic: Film Game Convergence and Computer Graphics
Critique Student Portfolio

LUCASFILM, LTD. (LUCASARTS/ LUCASFILM ANIMATION SINGAPORE/ ILM)

2008-2009

Senior Character Technical Director (Lead Rigger)

Projects: "Star Wars The Force Unleashed Ultimate Sith Edition" (lead rigging and submitted concept artwork)
"Indiana Jones and The Staff of Kings" (rigging and character deformation research and development)
"Star Wars The Clone Wars: Season Two" (color correction and compositing) *Showcased at annual firmwide meeting.*
"Transformers Revenge of the Fallen" (shot approval)
Proposal submission to Executive Committee
Multi Divisional Steering Meetings setting direction (digital standards) for Lucasfilm, Ltd. worldwide.
Research and Development (ILM, Lucasfilm Animation Singapore, and LucasArts).
Involved in the interviewing and hiring of candidates for Lucasfilm, Ltd.
Physiology research and close relations to the Skywalker Ranch Library.
Creature dev meetings Industrial Light + Magic.
Working knowledge of proprietary rigging software for Lucasfilm, Ltd.
Characters rigged for TFU included main playable (Ultimate Evil), Boba Fett, and Jabba the Hutt.
Full working knowledge of biped, quadroped, winged, and custom rigs used for all Clone Wars and ILM.
Research and development on existing game engines for Star Wars IP including Unreal Engine.

EA SPORTS (ELECTRONIC ARTS)

2007-2008

Associate Technical Artist (Lead Rigger)

Projects: "Madden NFL 08" 2007 Winner "Best Team Sports Game" Video Game Awards
"NCAA Football 08"
"EA Sports MMA" (research and development)
"Tiger Woods PGA 09" (research and development) 2008 Nominee "Best Individual Sports Game" Video Game Awards
"NFL Tour"
"NFL Head Coach 09"
"Madden NFL 09" 2008 Nominee "Best Team Sports Game" Video Game Awards
"NCAA Football 09"
Proposal writing for Central Football.
Multi studio Steering Meetings setting direction for EA Sports.
Research and Development (Rigging and Biomechanics).
In charge of all rigging for central football: Madden, NCAA, NFL Tour, and NFL Head Coach.
Advised and assisted on rigging for Tiger Woods Golf 09.
Worked with lead engineer on custom quaternion node used in central football for deformation.
Improved physiology of all bodytypes from NFL/NCAA 08 to NFL/NCAA 09.
Attended weekly technical art meetings on advanced mathematics based on taped lectures of MIT professors.
Madden work also feature on the television show on ESPN "Madden Nation".
R and D rigging work dealing with real time muscle jiggle, fat jiggle, flexing, and deformation on EA Sports MMA

2K SPORTS (TAKE 2 INTERACTIVE)

2006

Character Technical Director

Projects: "College Hoops 2K7"
"College Hoops 2K8"
"NBA 2K8" 2007 Nominee "Best Team Sports Game" Video Game Awards

Rigged cheerleaders for NCAA 2K7 that are driven by motion capture.
Rigged players for NBA 2K8 and NCAA 2K8 and added more attention to physiology detail

EA (ELECTRONIC ARTS)

2005

Modeling Rigging Intern

Projects: "Superman Returns The Video Game"

Modeled several citizens (LODs included) or the game that contained swappable parts and laid out the UVs for them.
Modeled the clothing of Lex Luther, the main villain in the game.
Rigged two of the main bosses in the game that Superman must face and defeat.

Companies

DREAMWORKS SKG OUTREACH PROGRAM 2005

Participant- Modeling, Texturing, Lighting, Rigging, Compositing, and Animation

Projects: *Partial finaling work on "The Mystery Dinosaur" airing on The Discovery Channel*

Participant in a twenty week intensive training program with the supervisors DreamWorks SKG in a production setting. Taught one of the classes in the Wexner Center for the Arts during the DreamWorks SKG Outreach program. Trained in DreamWorks SKG process: Modeling, Texture Painting, Rigging, Animating, Lighting, and Effects.

BRAVE NEW PICTURES *(via a grant to ACCAD)* 2003-2005

Modeling, Rigging, Animation, Color Correction, Layout, Compositing

Projects: "The Mystery Dinosaur" airing on The Discovery Channel

Worked with scientists from across the country for feedback on this project.
Designated as one of the lead modelers, character setup artists, and animators on this project.
This project was seen on the DISCOVERY CHANNEL.
Worked with Texture Lead on "Madagascar" via DreamWorks SKG Outreach Program.

GENSLER *(architectural design firm ranked overall #1 in the world)* 1999-2001

Interior Architect

Clientele: Volkswagen, Soloman Smith Barney, Adidas, Lincoln Mercury

Gave presentation to staff on Industrial Design as relating to environmental psychology, product development, branding, and pioneering science fiction technology.

Worked on the branding, design development, and construction documentation of interior spaces for several of Gensler's exclusive Fortune 50 clientele including Arthur Anderson, GTE, Salomon Smith Barney, Adidas, Volkswagen.

Sat in meetings about professional practices and leadership driven by executive committee at Gensler. Parties involved with these meetings included M. Arthur Gensler and Edward Friedrichs.

Flown between studios to do marker rendering and illustration.

NBBJ *(architectural design firm ranked #2 in the world in hospitality)* 1998-1999

Interior Architect Intern

Clientele: The Republic of China

Worked as an intern with a team on the design of the Beijing Hotel in Beijing, China that is approximately 1 million square feet.

Sat in critique sessions of Beijing Hotel while listening to theory and practice from a lead designer who had been inducted in the Interior Design Hall of Fame as well as the partner of NBBJ, Friedl Bohm.

Software

Maya, Motion Builder, MEL, Python, Photoshop, ZENO (ILM's software), After Effects, Final Cut, VRML, Renderman, Slim

Education

Bachelor Science Industrial Design The Ohio State University 1998

Graduate Study at ACCAD at The Ohio State University 2001-2005

Honors

Portfolio and Biography featured in Issue 10 of "3D Artist" magazine

Portfolio featured in panel at Siggraph 08

Multiple Graduate Associateship Scholarships

Chairperson's Discretionary Scholarship *voted as Undergraduate Design Circle President*



Brent Zorich

Film Game Convergence

brentzorich@yahoo.com



4 people have recommended Brent

"In the time that I worked with Brent I found him to be a very passionate, eager and hard-working employee. His mind was constantly open to new and exciting ideas and his sights were always set on taking our products to the next level. Coupling that with his technical abilities makes him a very formidable asset in our industry."

— **Richard Horne**, *Shader/Lighting TD, 2K Games*, worked with Brent at Visual Concepts/ 2K sports

"I worked with him for game project. I think his very intelligence and favorites hard work, has a sensibilities,responsibilities,lead the team. If i have a chance I really want to work together. Sincerely,"

— **Jason Choi**, *LucasFilm Animation, Singapore*, worked directly with Brent at Lucasfilm

"I had an opportunity to work with Brent on EA Sports' NFL Tour back in 2007. Our work was very closely tied together as he rigged and skinned the models our character group created. I would highly recommend Brent for any position in regards to character rigging and skinning. Brent's outstanding knowledge of character setup helped our characters make a big leap in quality. His creative approach to solutions (especially given the pipeline limitations of 7 on 7 or 5 on 5 sports games) have had a huge impact in the visual results of our game. I must also take this opportunity to commend his dedication and enthusiasm. Brent was always happy to help not just our product, but many of the products that required character setup, and also gave the extra mile in many occasions by supporting our team during difficult times. Brent takes a lot of pride in his work, and I feel that these strenghts, along with his experience, will benefit any team he joins"

— **Gianvito Serra**, *Senior Character Modeler, EA Sports*, worked with Brent at EA Sports

"Brent was one of the more talented students that I have come across, and continues to distinguish himself to this day with strong work as a professional. It has been a pleasure to watch him develop!"

— **Kevin Geiger**, *Faculty, California Institute of the Arts*, was with another company when working with Brent at The Ohio State University