

Jose Manuel Dieck

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Orlando, FL

## OBJECTIVE

To develop and create visually engaging worlds, both real and imaginary, in a team environment.

## RELATED EXPERIENCE

### **Gunstruction Inc.**

August 2016 – Present

*Contract Artist*

*Gunstruction*

- Created 3D art assets based on licensed parts.
- Implemented and setup assets within the builder.

### **AITD Productions LLC**

April 2016 – July 2016

*Contract Environment Artist*

*Alone In The Dark: Illumination – PC (Unreal 4)*

- Final level polish including set dressing and lighting.
- General performance optimization.
- Worked closely with design team to create new Escape game mode.
- Created new game props, weapons and pickups.

### **N -Space**

April 2011 – March 2016

*Artist*

*Alone In The Dark: Illumination – PC (Unreal 4) (Worldbuilder)*

- Assisted in planning and scope of project.
- Worked closely with the Environment Lead to block out and set dress levels.
- Adjusted enemies and characters visuals to better communicate enemy states.

*Sword Coast Legends– PC / PS4 / XBox One (Unity) (Character/Prop Artist)*

- Created and implemented high quality characters. Including rigging, skinning, and template data.
- Worked closely with the Art Director in the creation of the character customizer.
- Integrated and fixed outsourced art assets.
- Oversaw the character assets and systems towards the end of the project cycle.

*Cancelled AAA Action Title – Xbox 360 (Unreal 3) (Worldbuilder)*

- Assisted and trained colleagues in using the Unreal 3 engine.
- Aided in early development of an art pipeline.
- Developed shaders for props and scenery.
- Crafted high quality props and environments.

*Gunstruction – PC / iOS/ Android (Unity) (Weapon Artist)*

- Modeled gun parts exact to real world measurements.
- Worked closely with the Project Director to design and create the UI.
- Aided in initial concept prototyping and testing.

*Unpublished Fitness Action Title – Xbox 360 Kinect (Worldbuilder)*

- Cooperated with design in transitioning puzzles to actual in-game geometry
- Brought all levels to final pass quality.
- Identified and reported gameplay related bugs.

*Unpublished Action Title – Xbox 360 Kinect (Worldbuilder)*

- Created levels from concept to completion.
- Collaborated with the art lead to create props to populate levels.

*Roller Coaster Tycoon 3D – Nintendo 3DS (Worldbuilder)*

- Built and implemented props and scenery for use within a game environment.
- Worked closely with engineering to resolve any errors or bugs.

## **Traceback Studios (“One Per Person”)**

July 2012 – October 2013

*Volunteer Texture Artist*

- Unwrapped and textured key buildings
- Textured new character variations.

## **EDUCATION**

**Gnomon Online School**; Hollywood, CA

Fall 2010

Hard Surface Modeling

**Vitruvian School of Art**; Chicago, IL

June - December 2009

Figure Sculpting

**Illinois Institute of Art–Chicago**; Chicago, IL

June 2008 Bachelors of

Fine Arts in Game Art & Design

Overall GPA 3.2/4.0

## **SKILLS**

- Proficiency in 3DS Max, Maya, Photoshop, zBrush, Substance, Quixel, Unreal, and Unity
- Traditional Art Skills (Drawing, Painting, Sculpting)
- Excellent team player and communicator.

## **REFERENCES**

Chris Bromby

*Art Director @ Particle City*

- Email: [chrisbromby@gmail.com](mailto:chrisbromby@gmail.com)
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Anthony Avvento

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