

## José Cepeda

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### SUMMARY:

Experienced Senior 3d Artist with extensive game industry experience. Proven track record in professional leadership positions in highly competitive and diverse organizations. Demonstrated ability to lead and develop large groups. Unique ability to motivate, teach and focus teams on accomplishing goals. Energetic problem-solver and decision-maker with the ability to set priorities and implement effective courses of action. Proven ability to operate under extreme pressure. Areas of expertise include:

3DSMAX  
Leadership

Maya  
Training & Development

Photoshop  
Project Management

Zbrush  
Problem Solving

### EXPERIENCE:

#### Freelance Contract Artist, Austin, TX

01/09 – Present

Senior Artist. Create characters, models, textures, animations, lighting, renders for various Video Game and General Production Projects.

- ◆ **Brave Arms** Web FPS (Environment)
- ◆ **Texas Department of Agriculture** educational video (Character/Textures/Weighting)
- ◆ **IBM** product video (Animation/Models/Textures)

#### Aspyr Media Inc., Austin, TX

03/06 – 12/08

Senior Artist. Character Art lead. Created and led artists in content creation. Problem solver. Handled technical issues.

- Established schedule, managed resources, and led art team to produce high quality ingame character meshes.
- Worked closely with Art Director, Programmers, and Designers to establish ingame implementation of art assets, define budgets, etc.
- Modeled and textured characters, props, objects, etc.
- Titles:
  - ◆ **Treasure World DS** (Character Modeler/Textures)
  - ◆ **Buggled iPhone** (Character Modeler/Textures)
  - ◆ **Madagascar 2 PC** (UI Artist)
  - ◆ **Dance Crew** (Lead Next Gen Character Modeler/Textures) unreleased
  - ◆ **The Sims Castaways Stories** (Lead Character Modeler/Textures)
  - ◆ **The Sims Pet Stories** (Modeler/Textures)
  - ◆ **The Sims Life Stories** (Modeler/Textures)

#### The Animation Farm, Austin, TX

09/05 – 03/06

Contracted to edit motion capture, model, texture, and animate for various projects.

- **SpyHunter: Nowhere To Run** (Ingame Cinematics, Motion Capture Editor)
- **Daystar's Captain Macaroni** (Motion Capture Shoot Assistant Director, Cinematic Motion Capture Editor)

#### Edge of Reality, Austin, TX

12/00 – 03/05

3d Artist, character artist. Problem solver. Handled technical issues. Trained others in different 3d and 2d techniques.

- Established schedule, managed resources, and led animation team to produce high quality ingame cinematics.
- Collaborated with DreamWorks Art Director, Creative Director to achieve proper look, feel, and quality.
- Worked closely with programmers to establish ingame implementation of art assets, define budgets, etc.
- Modeled and textured ingame characters, props, objects, etc.
- Titles:
  - ◆ **DreamWorks Over the Hedge** (Lead Character Modeler/Textures)
  - ◆ **DreamWorks Shark Tale**(Cinematics Manager, Character Models/Textures, Environment)
  - ◆ **The Sims** (Character Models/Textures, Environment)

- ◆ **XFL** (Character Models/Textures/Mocap Animator) unreleased

**Microsoft, Austin, TX**

**2003**

Contracted to build and texture an accurate model of a caboose for a train.

- Modeled and textured objects to match realistic ingame environment.
- Title:
  - ◆ **Microsoft Train Simulator 2** (Contract Modeler/ Textures)

**Acclaim Entertainment, Austin, TX**

**9/97 – 10/00**

Motion Capture Lead for Acclaim Studios Austin. Director, Assistant Director, Producer, Technical Producer, Editor, and Talent for various Motion Capture Shoots.

- Lead, directed, organized, and scheduled an art team to the successful and timely completion of a project.
- Modeled, textured, edited mocap of characters, props, objects, etc.
- Titles:
  - ◆ **NFL Quarterback Club '02** (Animation Lead)
  - ◆ **All Star Baseball '01** (Motion Capture Technical Producer)
  - ◆ **NFL Quarterback Club '01** (Lead Artist)
  - ◆ **NFL Quarterback Club '00** (Artist)
  - ◆ **NHL Breakaway '99** (Artist)
  - ◆ **NFL Quarterback Club '99** (Artist)
  - ◆ **NHL Breakaway '98** (Character Models/Textures)

**Hurd Studios, Brooklyn, NY**

**1997**

Medical Illustration. Contracted to model, texture, animate, light and render a stomach suffering from Gastro Esophageal Reflux Disease (GERD) for an educational PBS program. Established 3d pipeline for the studio.

- **Health** (PBS program) (3D Artist, Modeler/Textures/Animator)

**Sonalysts Studios, Waterford, CT**

**9/95 – 9/97**

Artist assigned to various aspects of video production. Most notably modeled and animated an eye for Cataract surgery for a medical video series.

- Created nurbs models, textures, color and lighting compositions, and animations for a variety of projects primarily using Alias PowerAnimator and Photoshop in a production environment.
- Clients included:
  - ◆ **ESPN, Time Life Videos, Pratt & Whitney, U.S. Department of Defense**

**EDUCATION:**

**Bowling Green State University, Bowling Green, OH**

BFA Computer Art, August 1995

**RELATED SKILLS:**

- 3dsMax, Maya
- Motion Builder
- Zbrush
- Adobe Photoshop
- Adobe After Effects
- Modeling
- Texturing
- UV Layout
- Normal Mapping
- Motion Capture
- Animation
- Weighting / Skinning
- Personnel Management
- Production Scheduling
- Fluent in Spanish