

WADE MULHERN

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EXPERTISE

- Environment Creation
- Team Management
- Project Planning
- 3d modeling
- Texturing and material creation
- Lighting

SOFTWARE

- Maya
- Photoshop
- Unreal 4.0
- World Machine
- Zbrush

EMPLOYMENT HISTORY

Midwinter Entertainment – Kirkland, WA

December 2018 - Present

Principal Environment Artist – Scavengers

- Work with Design team to create and lay out the world of Scavengers
 - World planning and layout
 - Terrain sculpting\painting
 - Foliage placement
- Set Dressing of areas using existing assets
- Outsource management
 - Work with Art Director to identify needed assets and develop visual identity
 - Creation of project briefs
 - Development of outsource processes to ensure consistent results
 - Provide feedback on outsource work to ensure quality as it moves through different phases of creation
- Organization and Planning for Environment Team
 - Plan and coordinate Environment Art initiatives
 - Scheduling and work balancing for Outsource efforts across Environment team

Microsoft – 343 Industries, Redmond WA

June 2010 – November 2018

Campaign Environment Lead – (January 2017 – November 2018) - **Halo Infinite**

- Led a team of 10+ environment, skybox and tech artists in the development of Environment art for Halo Infinite
- Worked with Art Director and concept team to develop artistic direction
- Worked with Design team to ensure coordination and cooperation between Design and Environment art
- Developed production and staffing plans for the Campaign Environment Art team
- Team management – career development, mentoring, recruiting, team building etc.

Multiplayer Art Lead – (March 2013 – January 2017) – **Halo 5 DLC and Halo Infinite**

- Led a team of 30+ full time and contract environment artists, animators, lighting artists, concept artists and FX artists in creating the visual experience of future Halo Multiplayer experiences: Arena, Warzone, Forge etc.
- Work with Art Director and MP Art team to develop artistic directions that ensure industry leading visual quality and playability
- Work closely with MP Design to make sure we provide the best possible multiplayer game experience
- Developed schedules and staffing plans for the MP Art team for the development of Halo 5 DLC and early Halo Infinite pre-production
- Team management – career development, mentoring, recruiting, team building etc.

Multiplayer Environment Lead – (February 2013 – February 2016) - **Halo 5** (Xbox One)

- Led a team of 20+ full time and contract environment artists in creating environment art assets for all areas of Halo Multiplayer: Arena, Warzone, Big Team Battle, Forge etc.
- Work with Art Director, Concept Team and MP Environment Art team to develop artistic directions that ensure industry leading visual quality and playability
- Work closely with MP Design and MP Environment Art team to make sure we provide the best possible multiplayer game experience
- Work with designers and programmers to develop new Halo 5 Forge environment systems, visual standards and assets
- Worked with designers and artists to develop systems and assets for Halo 5 Forge.
- Successfully developed a sustainable (minimal crunch) process to build MP maps with a focus around art and gameplay
- Worked with production team to develop schedules and staffing plans for the MP Environment over the development process of Halo 5
- Team management – career development, mentoring, recruiting, team building etc.

Mission Lead – (October 2010 – January 2013) - **Halo 4** (Xbox 360)

- Led a team of between 5-6 Environment artists in creation of two levels (*Forerunner* and *Midnight*) for Halo 4.
- Worked closely with Designers to create the level layouts and ensure the best player experience
- Developed “beauty corners” to help establish look and feel as well as set the bar for visual quality
- Created textures, materials and assets used in creation of levels
- Level lighting
- Assured my levels were optimized, memory efficient and bug free
- Career managed 4 environment artists – monthly 1:1 career meetings, writing yearly reviews etc.

Sony Computer Entertainment of America, Santa Monica, CA

June 2006 – April 2010

Senior Environment Artist (April 2007 – May 2010) - **God of War III** (PS3)

- Created environments according to layouts developed by Design department
- Modeled and textured (normal, color, spec color and gloss etc.) assets to populate environments
- Lit levels using baked and dynamic techniques
- Worked with design department to continually improve player experience
- Assured levels were optimized according to guidelines set up the Programming department
- Assisted with visual FX when necessary

Cinematic FX\Environment Artist (June 2006 - March 2007) - **God of War II** (PS3)

- Created and implemented visual FX using various methods (Particle FX, texture\geometry tricks, post-effects etc.) for 17 separate cinematic sequences
- Addressed any cinematic environment art needs
- Debugged any technical issues that arose with cinematic sequences during development
- Rendered all final frames

Ubisoft - Wolfpack Studios, Austin, TX

February 2006 – May 2006

Senior Environment Artist\Particle Effects Artist - **Unreleased Might and Magic MMO** (PC)

- Worked with designers and programmers to develop environments for a next-gen MMO using Unreal Engine 3.0
- Creation and implementation of particle effect systems for a next-gen MMO using the Cascade system in Unreal Engine 3.0

Microsoft Game Studios - Digital Anvil, Austin, TX

October 2000 – January 2006

Environment Artist - **Project Enwor** (Xbox360) - Unreleased

Worked with designers and programmers to develop advanced systems to allow streaming of highly detailed, “next-generation” terrain in a 900 sq. km world

Level Architect - **Project Lonestar** (Xbox360) – Unreleased

- Conceived, designed and constructed the environments for the game’s single-player mode

- Worked with designers to create and implement game play in those spaces, modifying the environment to enhance game-play experience
- Designed and built spaceships and other vehicles

User Interface Development and Creation - *Freelancer* (PC)

- Worked with lead designer and programmers to develop and implement all aspects of the *Freelancer* interface
- Worked with art director to create the look and feel of the interface within technical limits
- Worked with the internal Microsoft User Experience group to test and fine tune interface usability

Particle Effects Artist - *Freelancer* (PC)

- Creation and implementation of particle effect systems for game play and cinematic sequences

EDUCATION

The University of Texas at Austin - BFA in Design