

Craig Woida

Senior 2D/3D Artist

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Objective:

A position requiring traditional and digital art-related skills, in the field of design, illustration, 3D modeling, animation, and special effects for entertainment or educational productions. Bringing over 20 years of experience shipping titles for PC, Console, Web, and Mobile platforms.

Experience:

- **Zynga**, San Francisco, Calif, 2009-2016, **Principal Artist, Art Director**

Empires and Allies, Mobile Devices

Principal Artist: Created concept art, 3D models, and textures for various assets in the game; focusing primarily on vehicles, troops, buildings and decorations. Maya, Photoshop and Unity software used.

FarmVille, Facebook/ Web

Art Director: Created initial concept art and in-game assets for the game. Oversaw hiring of the art team members. Oversaw visual direction of the game and reviewed art created in-house and through outsourced companies. Photoshop and Flash software used.

Lead Artist: Reviewed artwork created in-house and through outsource companies. Created various art assets for the game. Oversaw four art team members, helping them with their career development plans. Photoshop and Flash software used.

FarmVille2, Facebook/ Web

Interim Art Director: Helped guide initial visual development of the game. Oversaw and reviewed artwork created for the game. Created concept art. Created Art Style Guide documentation. Interviewed art team candidates.

- **Locomotive Games, THQ**, Santa Clara, Calif, 2006-2008, **Senior Artist, Assistant Art Director**

Ratatouille, PSP

Senior Artist: Modeled, textured, and lit environments and props for this game based on Pixar's film. Maya and Photoshop used.

Red Faction: B.E.A.S.T., Wii, canceled.

Assistant Art Director: Delegated tasks, provide artistic and technical guidance to the other artists. Modeled, textured, and lit, environments, vehicles, and props for this game. Maya and Photoshop used.

- **Electronic Arts**, Redwood City, Calif, 2003-2006, **Artist III**, Environments and Vehicles

The Godfather; the game, Playstation2, Xbox, PC

Designed, Modeled and textured thirty cars and trucks from the 1930's through the mid-1950's with full interiors, functioning doors and damage states. Maya and Photoshop used.

The Lord of the Rings; the Third Age, Playstation2, Xbox, PC
Modeled and textured environments for this RPG based on the Lord of the Rings movies. Maya and Photoshop used.

The Lord of the Rings; Return of the King, Playstation2, Xbox, PC
Modeled environments for this adventure game based on the third Lord of the Rings movie. Maya and Photoshop used.

- **The 3DO Company**, Redwood City, Calif, 1998 to 2003. **Artist II, Senior Artist**

WDL:ThunderTanks, Playstation and Playstation2
Designed, modeled and textured vehicle. Created level concept illustrations.
Created geometry and textures for various level assets. 3DStudio Max and Photoshop used.

BattleTanx and ***BattleTanx: Global Assault***, N64
Conceptualized, modeled and textured the vehicles for Global Assault
Created various art assets for levels and power-ups. 3DStudio Max and Photoshop used.

- **Coolhand Interactive**, Mountain View, Calif, 1996 to 1998. **General Artist**

Star Wars: Rebellion, PC
Designed, modeled and textured various vehicles and special effects.
Produced static 2D artwork illustrating game events, interface assets, and concept art.

- **Animated Systems and Design**, Palo Alto, Calif, 1994 to 1996. **Art Director, Lead Artist**

Created 3D and 2D artwork and character animation for software demonstration/ sales/ tutorial diskettes and CDROMs for **IBM, Lotus, Logitech, SCO, Digital, IMSI, NEC, FileNet**, and other corporations.

- **Freelance Artist**

Created vehicle livery concepts for **Crawford Performance**
Created concepts for clothing line for **I-Speed USA**
Created vehicle illustrations for the **Branson Z-Fest** automobile festival.
Designed logo for **Rally Extreme Inc, Triple Caution, Last Ditch Racing, I-SpeedUSA**,
Cartoon illustrations for **Leshar Communications, Contra Costa Times** in Walnut Creek, CA

Tools:

- Pixelogic ZBrush
- Adobe Creative Suite Photoshop
- Autodesk Maya
- Substance Painter
- Adobe Flash
- Pen and Ink/ Pencil Illustration
- Microsoft Project and Word
- Google Docs

Education:

- **Associate Degree, Applied Sciences** - Masters Institute, Graduated 1994
- **Associate Degree, Fine Arts** - Diablo Valley College, Graduated 1993

References available upon request

