

## **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, and 3D modeling for entertainment or educational productions or products. Extensive experience shipping titles for Mobile, Web, PC, and Console platforms.

### **Experience:**

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

#### ***Empires and Allies***, Mobile Devices

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

#### ***FarmVille***, Facebook/ Web

**Art Director, Lead Artist:** Created initial concept art and in-game assets for the game. Oversaw hiring of the art team members. Oversaw visual direction. Reviewed art created in-house and through remote companies. Worked with art team members on career development plans. Worked with programmers and designers to develop new game features. Photoshop and Flash software used.

#### ***FarmVille2***, Facebook/ Web

**Interim Art Director:** Helped guide initial visual development. 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 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. 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 30 cars and trucks from the 1930s through the mid-1950s 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 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 and textured environments 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 vehicles. 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, and 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 Flash                      |
| • Adobe Creative Suite Photoshop | • Pen and Ink/ Pencil Illustration |
| • Autodesk Maya                  | • Microsoft Project and Word       |
| • Substance Painter              | • Google Docs                      |

***Education:***

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

References available upon request