

Phil Horowitz
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Work Experience

Dec 2010 - Present

Funtactix, Marina del Rey, California

Rango: The World

- Supervised outsourcing and verified the technical accuracy of their work
- Exported all assets from 3DS Max for use with our Adobe Flash – based engine
- Troubleshoot all asset technical issues, and pioneered new techniques
- Developed and maintained scripts pivotal to the art pipeline

May 2009 – Sept 2010

Petroglyph Games, Las Vegas, Nevada

End of Nations – Technical Artist

- *Set up vehicles for use in-game:*
 - *Created the rigging workflow for units*
 - *Rigged units and entered them into the game's database*
- *Collaborated with Engineering on implementation of artist tools and systems*
- *Collaborated with Design on data flow for units within the database*
- *Advised artists on technical limitations of our proprietary systems and devised workarounds*
- *Streamlined artistic workflow across the board with MAXScript and C# tools*

May 2008 – July 2008

Savage Entertainment, Santa Monica

Art Intern – CBRNE Ambush

- *Asset Integration:*
 - *Learned the asset integration tools for Operation Flashpoint*
 - *Created the asset import workflow from 3DS Max to Operation Flashpoint*
 - *Wrote C++ code for object interactivity*

Sept. 2007 – Dec. 2007

Isopod Labs, Santa Monica

Technical Artist Intern – Vigilante 8 Arcade

- *Asset Destruction*
 - *Modeled and re-textured destroyed chunks from existing assets*
 - *Gave destroyed chunks physics using proprietary tech*

Applied custom game data dictating when and how given assets should collapse

Skills:

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|--------------|-----------------------------------------------------------------|
| Applications | Maya, 3DS Max, Zbrush, Photoshop, Perforce |
| Engines | Unreal 3, Petroglyph Glyphx engine, Operation Flashpoint engine |
| Languages | MAXScript, C#, UScript 3, C++, Perforce Scripting, Python |

Education

July 2006- April 2009

Art Institute of California, Los Angeles

BS Program Game Art and Design

Achievements:

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|---------------|--------------------------------------------------------------------------------------------------------------------------------|
| February 2009 | Competition: Make Something Unreal: Phase 5 <i>Second place finalist in the educational category for Boilerplate</i> |
| January 2009 | Competition: Make Something Unreal: Phase 2 <i>Honorable Mention for Vehicles in Boilerplate</i> |
| December 2008 | Competition: Unearthly Challenge <i>Placed third with the piece “Emberspawn”</i> |