

Terrance E. Newell

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An accomplished senior artist with lead and game industry experience and strong technical and artistic environment asset authoring skills looking to continue my growth in innovative and creative artistic achievement. Credits include nine published AAA titles.

Summary of Qualifications

- ❖ Strong knowledge and expertise in art leadership and environment creation and lighting, digital texture painting, digital sculpting and team leading using high level industry standard applications and a technical background in structural architecture, terrain and surface creation and editing.
- ❖ My 12+ years of industry experience include working on released titles with credits including the award winning Forza Motorsport 3 franchise for Turn 10 and Microsoft Game Studios, EA Sports flagship franchises Madden NFL 08 Xbox 360, Madden NFL 08 PS3, NCAA Football 08 Xbox 360, NCAA Football 08 PS3, Madden NFL 07 PS3, Madden NFL 07 Xbox 360, Madden NFL 06 Xbox 360, Microsoft Golf 1998 Edition, Microsoft Golf 1999 Edition, and World Tours II Golf, published by ValuSoft, a division of THQ Inc.
- ❖ Highly proficient in assigning and monitoring tasks and communicating and providing direction to team members. Also highly proficient in leading individuals with efficiency and enthusiasm to maximize levels of productivity on a day to day basis.
- ❖ Art side game development on an aggressive schedule is a strength.

Technical Expertise

Software

Maya, Adobe Photoshop, Mudbox, Alienbrain, Perforce, Product Studio, TechExcel DevTrack, Adobe Premiere, Adobe After Effects, Dreamweaver, 3D Studio Max, ZBrush, Rhino, Autodesk AutoCAD, Bentley MicroStation, Microsoft Visual Source Safe, Microsoft Word, Microsoft Excel, Microsoft PowerPoint, Microsoft Visio, Microsoft Publisher

Operating Systems

Windows 3.1, NT 3.51, NT 4.0, 95, 98, 2000, 2000 Pro, XP, XP Pro, Vista, 7, UNIX, Macintosh

Certifications

Drafting Technician State of Ohio Certification

Professional Experience

Microsoft Game Studios/Turn 10
Redmond, WA
Art Lead

2008 – Present

I am currently the Art Lead for the internal publishing group on an unannounced title for Project Natal. Responsible for external talent diligence and recommendation, monitoring art content and resource load for external teams and content integration.

Track/Environment Art Lead responsible for developing the look and feel of racing environments, working with concept to create track visual style, also responsible for leading, assigning, monitoring and critique, and tracking all art side tasks and milestones for contracted artists, hands on art production, build integration and export, managing outsource deliverables, I also work directly with the design team for game play and collision, and collaborate with graphics developers for performance and optimization; QA, bug fix and regression, environment start to finish.

Accomplishments include:

- Credited Track Lead on Forza Motorsport 3 racing environments; Sedona Raceway Park and Benchmark High Speed Ring DLC for Xbox 360.

2K Sports
Camarillo/Novato, CA
Lead Artist/Art Director

2007 – 2008

Lead artist/art director on the 2K Sports Major League Baseball 2K9/2K8 Xbox 360, PS3 and Wii franchises. My main focus was developing the look and feel for player characters and environments, including art side feature implementation and the creation of iteration tools, pipelines and workflow processes. Also responsible for assigning, monitoring, and tracking all art side tasks and milestones, managing outsource deliverables and high level developer support. I also work directly with the production team, lead programming, and interface with marketing to ensure all high level product goals and visual milestones are met.

Accomplishments include:

- Credited lead environment artist on 2K Sports Major League Baseball 2K8 on Xbox 360, PS3 and Wii.
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EA Sports
Orlando, FL
Lead/Senior Environment Artist

2003 – 2007

Currently the senior artist on the EA Sports Tiger Woods PGA Tour 09 Xbox 360, PS3 and Wii franchises. My main focus is the production and development of 3D environments and big ticket items, including feature implementation and the creation, mapping, painting and lighting of 3D terrain and object models and textures. Also responsible for assigning and monitoring tasks and training and providing the team's production methodologies which specify the use of a collection of hardware and software in a direction that contains a clear process flow and provides a rigorous system of reviews and approvals for all the art, terrain, and models thus enabling us to create high quality environments, on-time and on-budget.

Accomplishments include:

- Credited senior artist on EA Sports Madden NFL 08 Xbox 360 and the PS3 initial platform release. Art side feature implementation of the new 3D front end interface 'Showcase', create-a-stadium, and Massive in-game advertising features
- Credited senior artist on EA Sports NCAA Football 08 Xbox 360 and the PS3 initial platform release. Art side feature implementation of the new 3D front end interface 'My Shrine' feature
- Credited lead environment artist on EA Sports Madden NFL 07 Xbox 360 and the PS3 launch title. Art side implementation new 3D grass technology and the art side of the new fireworks particle visual effects system
- Credited environment artist on EA Sports Madden NFL 06 Xbox 360 launch title. Responsible for next generation environment research, development, and prototyping. Created all in-game field and degradation assets and the Browns, Seahawks, Eagles, Giants, Jets, Patriots, and Bears stadium environments.

**Friendly Software Corporation/About Golf
Maumee, OH**

3D Environment Design Lead

1997 – 2003

Lead artist in the environment design department. My duties included determining the look and feel of all in game golf courses, all aspects of team leading and mentoring, pipeline and feature implementation, and maintenance of my department's schedule and budget.

Accomplishments include:

- Developed course environments for the About Golf Indoor Golf Environment Simulator's PC DirectX Direct3D based simulation engine.
- Developed course environments for World Tours II Golf, published by ValuSoft, a division of THQ Inc.
- Developed course environments for Microsoft Golf 1999 Edition.
- Developed course environments for Microsoft Golf 1998 Edition.

**Ohio Department of Transportation, District 2
Bowling Green, OH**

CAD Technician II

1992 – 1997

My responsibilities included civil engineering digital plan preparation. Especially that which involved the completion of civil engineering projects that required the new

design and construction, improvement and/or maintenance of structures, bridges, roadways and roadway conditions, and all phases of such.

Rawsonville Electrical and Fuel Handling Div. of Ford Motor Co.
Rawsonville, MI
CAD Designer

1991

I performed the duties of a designer/detailer in the product design services department.

Delco Moraine/New Departure Hyatt Div. of General Motors
Sandusky, OH
Drafter

1986 – 1989

I performed the duties of a designer/drafter in the product engineering department.

Education

Bowling Green State University, Bowling Green, OH
Major: Design Technology
1987 -1992

General Motors Institute (Kettering University), Flint, MI
Major: Mechanical Engineering
1986 - 1987