# JOHN PARK

ART DIRECTOR | TECHNICAL ARTIST | 3D ARTIST

WWW.ROBOTRIOT.NET
THEROBOTRESISTANCE@GMAIL
(415) 248-6173
ARTSTATION.COM/ROBOTRIOT

## SUMMARY

I have 12+ years of experience in the gaming industry, 10 years as a game artist, and 2 years in a leadership role. My career in game development has led me to work on a variety of genres including RPG's, builders, turn-based strategy, casual, and indie games. I have worked in diverse teams ranging from 5-100 people and enjoy the collaboration process, working cross discipline to ensure high absolute standards are achieved. As an art director, I'm passionate about taking a vision from concept to a delightful, high impact player experience. I drive teams to bridge art with game design and thrive on solving visual and game design challenges.

## SOFTWARE

## EDUCATION

Animation & Visual Effects
Academy of Art University
San Francisco, CA
2006 - 2011

## INTERESTS

## WORK EXPERIENCE

### Art Director
**Torpedo Labs - Wynn Slots**
March 2022 - September 2024 | San Francisco, CA - Remote
- Shipped 70+ games within the Wynn Slots app. Top 50 grossing casino game on iOS/Android, with over 1 million downloads worldwide.
- Scaled and managed in-house art team to meet production demands, increasing production cycle from 1 title to 3 titles per monthly release.
- Built art pipelines while overseeing training and mentorship of artists.
- Created and implemented UI assets, 2D Spine animations, VFX, and shaders.

### UI/VFX/2D Animation Artist
**Torpedo Labs - Wynn Slots**
March 2017 - March 2022 | San Francisco, CA - Hybrid
- Implemented UI game layouts, created 2D VFX and UI shaders for 80+ titles.
- Collaborated with external art vendors to ensure assets met quality standards and technical specifications.
- Created 2D Spine animations and asset prefabs, then integrated assets into Unity game engine.

### 3D Artist
**Jam City (Social Gaming Network) - Tasty Town**
May 2015 – August 2016 | Palo Alto, CA - On Site
- Prototyped gameplay perspectives including isometric, third person, and top-down points-of-view.
- Discovered unique rendering method to bake lighting into textures, reducing overhead cost of lighting on mobile devices.
- Developed Unity prefabs for environments, buildings, and props; producing high/low poly assets, efficient UV's, high-quality texture maps, and custom shaders.

### 3D Artist/VFX Artist
**Kiwi Inc. - Heroes: Island of Adventure, Enemy Lines, Ballistics**
March 2013 - May 2015 | Palo Alto, CA - On Site
- Created and implemented environment and character assets for a mobile RPG builder, RTS builder, and turn-based strategy game released on iOS/Android.
- Designed character ability and UI VFX. Developed and integrated sprite sheet atlases with Spine 2D into the LibGDX engine.

### 3D Artist (Contract)
**SiXiTS Inc**
January 2012 - May 2012 | Novato, CA - On Site
- Assisted with the production of 3D characters and props for a casual social game developed in Unity to be released on iOS/Android.
- Modeled and textured game assets while collaborating with concept artists, character riggers, and animators to ensure assets met technical specifications.

### 3D/UI Artist (Contract)
**Itsy Bitsy Stories**
August 2011 - December 2011 | Oakland, CA - Hybrid
- Created 3D characters and props, as well as UI elements for use in a storybook mobile app.
- Assisted with the implementation of core 3D and UI assets.

### Lead Freelance 3D Artist (Contract)
**Funny Little Bunny Productions**
2009- 2010 | San Francisco, CA - Hybrid
- Collaborated with the creative director to create 3D assets & character models for an animated short film.
- Modeled, UV mapped, and textured models as well as created Blend Shapes for use in animation.