

JOHN PARK

ART DIRECTOR | TECHNICAL ARTIST | 3D ARTIST



SUMMARY

I have 14+ years of experience in the gaming industry, 12 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 with 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.

WORK EXPERIENCE

3D Artist | Concept Artist

Vinci Games - Ruffnauts

October 2025 - January 2026 | Berkeley, CA - Remote

- Spearheaded the transition of pet characters from re-purposed asset packages to in-house deliverables utilizing AI-assisted workflows alongside traditional 3D pipelines.
- Established a consistent visual foundation for the pet lineup by generating AI-base models, refining topology, and creating custom textures for the first 12 characters.
- Reduced end-to-end production time for 3D pet models and textures to 1.75 days per deliverable, while upholding quality and VR performance standards.
- Transitioned into a concept-focused role, producing 26 new pet designs to support expansion of the new pets content.
- Strengthened art style consistency and brand cohesion across models, concepts, and in-game presentation.

Art Production | VFX | Technical Art

Yield Guild Games - L.O.L. Land

March 2025 - January 2026 | Vietnam - Remote

- Directed art and VFX teams, led review cycles, and produced assets that elevated visual quality.
- Established structured review cadences, tighter feedback loops, and cross-team knowledge sharing, accelerating team growth and skill development.
- Improved pipeline throughput by creating a centralized art repository, standardizing directory structures and naming conventions, and implementing sprint task tracking.
- Optimized WebGL builds through texture atlasing, asset bundling, sprite and spine animation refinement, and strict VFX budgets, achieving a 82.5% reduction in loading times across all titles.

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 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.

WORK EXPERIENCE

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 POV.
- 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

SiXiTS Inc

January 2012 - May 2012 | Novato, CA - On Site

- Modeled and textured 3D characters and props for a Unity mobile game (iOS/Android).

3D/UI Artist

Itsy Bitsy Stories

August 2011 - December 2011 | Oakland, CA - Hybrid

- Created and implemented 3D characters, props, and UI elements for a storybook mobile app.

Lead 3D Artist

Funny Little Bunny Productions

2009 - 2010 | San Francisco, CA - Hybrid

- Led end-to-end 3D character and asset development for an animated short.

SKILLS

Technical Skills

- **Game Engines:** Unity, Unreal Engine
- **3D Modeling & Sculpting:** Maya, ZBrush, Blender, Mudbox, 3DS Max
- **Texturing & Materials:** Substance Painter, Substance Designer, Photoshop, 3D Coat
- **Shader & VFX Creation:** Unity Shader Graph, Amplify Shader, Shader Forge, After Effects
- **Pipeline & Tools:** Git, Asana, Trello, JIRA, Headus UV Layout, Knald, XNormal, Marmoset Toolbag
- **Animation:** Spine 2D, 3D Animation Workflows

Art & Game Development Expertise

- High/Low Poly Modeling & Sculpting
- PBR Texture Creation & Optimization
- Efficient UV Mapping & Baking
- Game Asset Integration & Optimization for iOS/Android/WebGL
- UI/UX Design & Implementation
- 2D/3D VFX Creation

Leadership & Collaboration

- Art Direction & Pipeline Development
- Team Management & Mentorship
- Vendor Collaboration & Asset Review
- Agile Development & Production Scaling

EDUCATION

BFA - Animation & Visual Effects
Academy of Art University