

Sean Marr

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EXPERIENCE

I am a 3D Modeler and Texture Artist with 15 years of experience in the video game industry and also as an independent contractor in advertising and commercial enterprises. I have worked on almost every type of game from 3rd person shooters and open world MMO's, role-playing and real-time strategy games, to fixed camera combat/puzzle based games. The projects I have worked on have ranged from console titles to mobile releases, all with a wide variety of art styles and genres. The types of products have varied from AAA packaged releases with downloadable content to live services using the "Free to Play" business model, and my most recent experience has been working on a variety of projects using the Unity engine and incorporating the Oculus Rift headset for VR experiences.

I have a strong technical background as well as a foundation as a traditional scenic artist, and I have an exceptional eye for detail with the ability to focus my efforts on the ones that matter the most. I am a self-sufficient producer of work as well as a seasoned collaborator, and a confident leader of others both internally and remotely including significant outsourcing experience. I am highly motivated to creating innovative products and user experiences efficiently, on schedule, and within budget.

Freelance Artist Bay Area, CA Senior/Lead Artist August 2013 - Current

For the past year I have worked on a contract basis on Unity-based projects ranging from traditional game work on a mobile RPG title to more commercial type projects in both the advertising and educational fields. Most recently I had an opportunity to work on two Oculus Rift based projects for Helios Interactive, one being a user experience installation at the new Levi's Stadium and the other a racing simulator promoting the new Lexus RC-F. I am currently working on a contract basis at Heartwood Inc. helping to create interactive tutorials based in Unity for the U.S. Military and Aeronautic Industry.

Electronic Arts Inc. Redwood City, CA Senior/Lead Artist June 2004 - May 2012

My last major title at EA was the Multiplayer effort for the horror/Sc-Fi DeadSpace 2, in which our small team was able to include this additional experience to the core product with limited resources. Previous to that I was heavily involved in the 3rd person combat/puzzle based Dante's Inferno where we met the challenge of creating a lush/detailed environment while maintaining a framerate of 60 frames per second.

I also played a considerable role in the 2 installments of the Godfather franchise by helping to create an expansive open world game within that storyline, and most notably I was the Lead Vehicle Artist for the Godfather 2 project. I led the vehicle creation effort which involved the reverse engineering of a complex pipeline, the creation of a wide range of vehicles and features, and the managing of a small team of artists working overseas. Previous to that I contributed to the character effort for the Lord of the Rings: The Third Age by creating weapons and armor for this extensive RPG that tied into the 3 films.

There Inc. Menlo Park, CA 3D Modeler/Texture Artist June 2003 - May 2004

I created a large library of environments, characters, vehicles, and props for this social MMO that was a live service. I was the Art Lead on many projects simultaneously with multiple deadlines; responsible for time estimates, establishing workflows, delegating tasks, and troubleshooting bugs.

LucasArts Entertainment San Rafael, CA 3D Modeler/Texture Artist June 1999 - May 2003

At Lucasarts the titles I worked on ranged from third person shooters and real-time strategy offerings in the traditional Star Wars universe like Bounty Hunter and Galactic Battlegrounds, to the more stylized and story-driven franchises like Escape from Monkey Island and Full Throttle 2 (unreleased).

SKILLS

Specific skills include an established workflow between Z-Brush and Maya, high and low poly modeling techniques, texture painting, and complex material authoring for content ranging from graphic to photo-

realistic. I'm also experienced in many other aspects of game production including lighting, particle effects, compositing, character/prop rigging, camera manipulation, and vehicle/prop animations.

I am well versed in a variety of content creation including environments, vehicles, weapons, and props; ranging from the industrial to the more organic subject matter. I have a great understanding of how the environment must work with all other elements of a game, especially in regards to the player interaction, storytelling, and the overall flow of the game itself. I also have extensive experience working with various level editors/game engines including the authoring of triggers, culling, and frame rate/budget management.

QUALITIES

My exceptional artistic skills combined with a strong technical background translate to higher quality/scalable assets that require less iteration and can be easily modified to adapt to budgetary adjustments.

I am a team contributor who is not only detail oriented but also able to focus on the larger picture to ensure my efforts are in-line with the goals of the project and the company as a whole.

I always strive to do quality work within the timeframe given to me and am comfortable taking direction from others as well as taking the lead on any given task regardless of size.