

scott jackson

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summary I have over **fifteen years** experience in AAA games as a **senior artist, designer, associate art director, and art director**. I am detail and quality oriented with a clear vision, solid communication skills, and a strong sensibility for **level and game design**. I have years of experience working with **external development partners** and managing content **outsourcing**. With additional skills in project resourcing, scheduling, and asset tracking, I have a **proven record** for organized and **high quality project execution**.

experience **Grey Glen Design and Development** Vancouver, BC

2011 to 2013 *Founder*

- Design, execution, and financing of residential renovations and new homes.
- Working with contractors and trades to create or improve quality residential property.

2012 to 2013 **Mainland Amusement Company** Vancouver, BC

Art and Creative

- Creation of entertainment mobile games for iOS and other devices.
- Directing a team through all aspects of game development.

2006 to 2010 **Electronic Arts Blackbox** Burnaby, BC

Associate Art Director

- Environment Art Director and World Designer on most ambitious *Need for Speed* project to-date. Responsibilities included directing internal environment modellers and large outsourcing teams across multiple locations, prototyping and development of new workflows for terrain and world generation, reference and texture photography, style guide creation, and extensive project planning.
- Environment Art Director and World Designer on unreleased *Need for Speed* project, responsible for designing large urban fictional open-world action-racing environment and directing internal and external art content teams.

Senior Modeller

- Senior environment modeller on best selling *Need for Speed: Undercover* creating photo realistic buildings, props, and other environmental assets.
- Troubleshooting of environment art production on outsourced PS2/Wii version of *Need for Speed: Undercover* including directing external art teams in 4 locations across 3 continents.
- Back-to-back contracts with EA BlackBox as level designer and environment modeller on multi-million selling titles *Need for Speed: Carbon*, *Skate*, and *Need for Speed: Pro Street*.
- Hands-on creation of photo-realistic assets for Xbox 360, Playstation 3, and Nintendo Wii including modelling, UV mapping, lighting, multi-pass texturing and scene management.

experience

Electronic Arts Canada Burnaby, BC

1993 to 2003

Senior Artist, Associate Art Director and Art Director

- Core team member on one of EA's most prolific production teams contributing to hits including *Need for Speed*, *Need for Speed II*, *Need for Speed III: Hot Pursuit*, *Beetle Adventure Racing*, *007: Agent Under Fire*, *007: Nightfire*, and *007: Everything or Nothing* across multiple platforms.
- Art direction, content creation, and/or consultation on numerous other EA titles including *NBA Live 95*, *PGA Tour 98*, *Need for Speed: High Stakes*, *Need for Speed: Porsche Unleashed*, *Need for Speed: Hot Pursuit 2* and several other unreleased action racing projects.
- Primary specialization in environment design, layout, creation, and direction.
- 3D modelling, texture creation and mapping, lighting, concept art and illustration, graphic design, storyboarding, photography and photographic manipulation.
- Experience with live action video and film production, CG cinematic direction, editing, motion capture direction, and audio design.
- Directed external and internal art teams of all sizes on product ports and localization, original products, game and cinematic content, and concept art.
- Original IP development
- Screening, interviewing, hiring, reviewing, and mentoring art staff.
- Resource assignment, scheduling, and task tracking.

1985 to 2012

Scott Jackson Art and Design Vancouver, BC

Freelance Artist and Art Consultant

- Graphic design, branding, web design, game art, digital and traditional illustration
- Clients include; Jet Black Games, Fresh Press Games, Cursor Interactive, Forte Financial, CanAm Coal, TelUPay Mobile Banking, Hancock House Publishing, Whalen's Restaurant, Maple Beach House, Fairway Electric, Balsam Electric, Vancouver Talmud Torah School, and Hearts Are Wild annual charity event.

skills & achievements

- Proficient in 3D Studio Max, Photoshop, Illustrator, and Premier.
- Experience with Maya, Blender, Cityscape, Unity and other proprietary and public game editors.
- Some experience with Mudbox, Z Brush, After Effects and Flash.
- Very quick to learn new tools and processes.
- Experience using GIS (satellite) data in realistic terrain reproduction.
- Skilled with project tools such as Excel, Powerpoint, Perforce, Hansoft, Wiki, Visio, and Agile project development.
- Consistently rated 'Above Target' in performance reviews.
- Significant contributions to *Need for Speed* franchise, only fifth in history to achieve 100 million unit sales.
- Attendance at numerous EA and industry graphics conferences.
- Industry expert on student advisory panel at Emily Carr College, 1996.
- Winner of EA Award of Excellence, 1995. Multiple EA award nominations for mentoring and firefighting

interests

Art, film, video, computer, and traditional analog games, film and game industries, travel and adventure, home renovation and interior design, and of course my family.

references

Eduardo Agostini

Art Director, EA Canada

eagostini@ea.com

Colin Penty

CG Supervisor, Black Tusk / Microsoft

cpents@gmail.com

FizzPOP!

2013 (cancelled) / iOS

Art and Creative Director

All art content and design direction for mobile game

Need for Speed Untitled Project

2009 (cancelled) / X360, PS3, PC

Environment Art Director & World Designer

Design, layout, road tuning and art direction for large fictional open world

Need for Speed: Pro Street

2007 / X360, PS3, PS2, Xbox, Wii, PC, Gamecube

Senior Modeller & Track Designer

Building and prop creation and scene management for HD version, and troubleshooting massive environment outsourcing effort for SD versions

Need for Speed: Carbon

2006 / X360, PS3, PS2, Xbox, Wii, PC, Gamecube

Senior Modeller

Buildings and props, lighting, FX, and scene management for all front-end background environments. Creation of marketing materials.

007: Nightfire

2002 / PS2, Xbox, PC

Art Director & Level Designer

Art direction relating to vehicle game segments, including levels, vehicles, characters, and style consistency across two separate game engines and studios

007 Racing

2000 / PS1

Art Consultant

Reviewing and firefighting externally created game for art and game play quality

Adventure Racing 2

2000 (cancelled) / N64

Art Director, Game Design, Level Designer & Modeller

All aspects of art and design working with external team

Need for Speed III: Hot Pursuit

1998 / PS1, PC

Art Director, Track Designer & Modeller

All aspects of art direction including tracks, cars, FE and UI, as well as environment modelling

The Need for Speed

1994-1996 / 3DO, PS1, Saturn, PC

Artist, Lead Artist, and Art Director

Creation of track elements and vehicle interiors, then content creation and direction of subsequent game ports

Need for Speed: The Run

2011 / X360, PS3, PC

Environment Art Director & World Designer

Massive art outsourcing effort, largest NFS environment to date. R&D for procedural terrain

Need for Speed: Undercover

2008 / X360, PS3, PC

Senior Modeller & Art Consultant

Building and prop creation and scene management and troubleshooting massive environment outsourcing effort for SD versions

Skate

2007 / X360, PS3

Senior Modeller & Level Designer

Building and prop creation and scene management

007: Everything or Nothing

2004 / PS2, Xbox, PC

Art Director / Level Designer

Art direction relating to vehicle game segments, including levels, vehicles, characters, and style consistency across two separate game engines and studios

007: Agent Under Fire

2001 / PS2, Xbox, PC

Art Director & Level Designer

Art direction relating to vehicle game segments, including levels, vehicles, characters, and style consistency across two separate game engines and studios

Need for Speed: Porsche Unleashed

2000 / PS1

Art Consultant

Reviewing and firefighting externally created game for art and game play quality

Beetle Adventure Racing

1999 / N64

Art Director, Game Design, Level Designer & Modeller

All aspects of art and design working with external team

Need for Speed II

1997 / PS1, PC

Art Director, Track Designer & Modeller

All aspects of art direction including tracks, cars, FE and UI, as well as environment modelling and texturing

New Adventure IP

1993 / cancelled, PC

Artist

Creation of 2D props and animations for ambitious adventure game