

DUSTIN RISLEY

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QUALIFICATIONS PROFILE

Talented and creative **Visual Effects Artist** with more than ten years of experience in the video game industry and 15+ shipped titles. Dedicated to creating top-quality, intensive effects that meet efficiency standards. Knowledgeable of entire visual effects pipeline from conception through implementation; able to quickly learn new pipelines and make immediate contributions. Consistently meet aggressive deadlines by prioritizing and managing tasks, working closely with both clients and internal departments to coordinate schedules. Open to travel and relocate.

PROFESSIONAL EXPERIENCE

PHOSPHOR GAMES, Chicago, Illinois

Senior Visual Effects Artist, 12/2011 – 08/2013

The sole Visual Effects Artist at Phosphor Games. Provided my years of experience to create visual effects for all in-house titles in the Unreal Engine. Working with team members to create effects that are not only visually stunning but also help communicate gameplay mechanics to the player.

- ◆ Worked on the entirety of the effects for four titles:
 - Man of Steel (Mobile)
 - World War Z (Mobile)
 - Horn (Mobile)
 - Game Party (WiiU)
- ◆ Quickly became proficient with the Unreal Engine.
- ◆ Worked on multiple titles simultaneously while meeting deadlines and maintaining a high quality standard.

DAY ONE STUDIOS, LLC, Chicago, Illinois

Visual Effects Artist, 8/2010 – 12/2011

Conceptualized, created, and optimized visual effects for leading independent development studio creating revolutionary interactive entertainment. Promoted enhanced gameplay and game performance, working closely with designers, software engineers, and art departments. Created structure for project effects databases. Maintained and updated the Mantis Bug Tracker database.

- ◆ Produced cinema, character, environment, and weapon effects for three titles:
 - Fear 3 (PC, Xbox 360, PS3)
 - Project Codename: Checkmate (PS3, Xbox 360)
 - Reign of Thunder (PC)
- ◆ Quickly learned and mastered Day One Studios proprietary engine software, Despair Engine, and made large contributions to company's fast-approaching deadline.
- ◆ Dramatically increased frame rate for all game levels in Fear 3 by introducing optimization measures.

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HIGH VOLTAGE SOFTWARE, INC., Hoffman Estates, Illinois

Visual Effects Artist, 9/2003 – 8/2010

Created visual effects for the Midwest's leading independent game development studio with more than 70 shipped titles. Worked closely with art leads to design effects that fit game's style and effectively communicated visual feedback to players. Pitched ideas to designers to better communicate gameplay features.

- ◆ Developed character, weapon, environment, object, and cinema effects for 10 titles:
 - Captain America (Wii, PSP)
 - Ironman 2 (Wii, PSP)
 - Flame-Sim (PC)
 - The Conduit (Wii)
 - Go Diego Go: Rescue Safari (PS2, Wii)
 - Ghost Recon: Advanced WarFighter 2 (PSP)
 - Family Guy (PS2, PSP, Xbox)
 - Codename: Kids Next Door: Project Videogame (GC, PS2, Xbox)
 - Zathura (PS2, Xbox)
 - Cancelled Ghost Recon Title (Wii)
- ◆ Served as sole visual effects artist on five titles, including Ironman 2 (Wii, PSP), with full responsibility for developing all visual effects assets.
- ◆ Received Employee of the Month award, thank-you letters from art leads, and recognition by the company owner for quality of work.
- ◆ Created new engine features and optimized tool sets in Quantum Engine and Terminal Reality Infernal Engine.

RED EYE STUDIO, Hoffman Estates, Illinois

Motion Capture Artist, 5/2002 – 9/2003

Produced performance capture shoots for motion capture, animation, and effects company serving major clients such as Microsoft, Autodesk, Pepsi, Vivendi Games, The History Channel, IBM, Midway, and Sega. Maintained and set up 18-camera Vicon motion capture system, directed actors for shoots, cleaned data, applied data to character rigs, and made animation adjustments. Interacted directly with clients to maintain databases and communicate asset delivery schedules.

- ◆ Created motion capture assets for seven titles:
 - Duel Masters (PS2)
 - Golden Tee Live (Arcade)
 - Haunted Mansion (GC, PC, PS2, Xbox)
 - Hunter The Reckoning: Redeemer (Xbox)
 - Hunter the Reckoning: Wayward (PS2)
 - NBA Inside Drive 2003 (Xbox)
 - Stubbs the Zombie (Xbox)
- ◆ Provided motion capture, models, textures, and animation support for non-gaming projects, including Chicago Rush video, Microsoft ATG demos, and Pepsi training videos.
- ◆ Streamlined the process to deliver motion capture data to clients quicker.
- ◆ Delivered technology demonstration at Siggraph convention in San Diego.
- ◆ Trained five new employees on Vicon motion capture system and software.

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EDUCATION

Bachelor of Fine Arts (BFA) in Graphic Design, 2001

NORTHERN ILLINOIS UNIVERSITY, DeKalb, Illinois

- ♦ Completed Time Arts BFA Program specializing in 3D modeling and animation, interactive media, video and audio editing, and emergent forms of media art.

TECHNICAL PROFICIENCIES

Software: 3ds Max, FumeFX, Maya Fluid FX, RealFlow, Adobe Creative Suite, Unreal Engine, Atlas Engine, Quantum Engine, Terminal Reality's Infernal (TRI) Engine, Day 1 Studio's Despair Engine, MotionBuilder, Vicon IQ

Platforms: Windows 8 / Windows 7 / Vista / XP / 2000

REFERENCES

Mr. Victor Lopez

Art Director

Phosphor Games

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