

DAVID BALLARD

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EXPERIENCE

Multiplayer Level Layout Artist - Naughty Dog, Inc. May 2015 – March 2016
Designed and edited original and pre-existing multiplayer level layouts utilizing both blockmesh and existing art assets.
Created fully realized 3D environments, both organic and architectural, from design to final product.
Utilized Autodesk Maya to create modular and unique 3D polygonal assets.
Managed level memory, polygon/vertex count, and frame rate.
Evaluated focus tests and play tests for iteration and improvement.
Debugged collision, graphics, gameplay, frame rate, visibility and other bugs.

Sr. Environment Artist - Ubisoft Studio San Francisco September 2014 – April 2015
Lead the environment team on a next-gen AAA title.
Developed texture and material pipeline for PBR engine.
Researched and developed new engine technology.
Responsible for hiring, structuring and managing art team.

Multiplayer Level Designer / Environment Artist - Naughty Dog, Inc. February 2009 – August 2014
Designed level layout for multiplayer maps utilizing both blockmesh and existing art assets.
Created fully realized 3D environments, both organic and architectural, from concept to final product.
Utilized Autodesk Maya to create modular and unique 3D polygonal assets.
Managed 3D art asset libraries to be shared with other designers and artists.
Created style sheets, assets and packages for outsourcing and implemented returned assets into asset libraries.
Managed level memory, polygon/vertex count, and frame rate.
Evaluated focus tests and play tests for iteration and improvement.
Debugged collision, graphics, gameplay, frame rate, visibility and other bugs.

3D Artist – TimeGate Studios April 2007 – June 2008
Conceptualized and created style sheets for environmental, character, vehicle, and weapon assets.
Developed 3D proxy art and animatics for proof of concept.
Sculpted high poly assets in ZBrush.
Created and edited textures and shaders in Unreal Engine 3.
Constructed and lit levels in Unreal Engine 3.
Created style sheets, assets and packages for outsourcing and implemented returned assets into asset libraries.

GAMES

Uncharted 4: A Thief's End – PlayStation 4
Multiplayer Level Designer and Environment Artist. Prototyped and iterated dozens of multiplayer levels. Worked on all on-disc maps. Next-gen research and development.

The Last of Us – PlayStation 3
Level Designer and Environment Artist for all on-disc multiplayer levels. Assisted with DLC multiplayer levels' design and environment art. Multiplayer levels: Downtown, University, Bill's Town, The Dam, Checkpoint, High School, Lakeside & Bookstore.

Uncharted 3: Drake's Deception – PlayStation 3
Responsible for all Yemen single-player levels, multiple multiplayer levels, DLC levels and masks. Contributed to single player layout design as well as multiplayer level layout. Multiplayer & DLC levels: Yemen, Airstrip, Fort, Temple, Old Quarter, Ship Graveyard, & Dry Docks.

Uncharted 2: Among Thieves – PlayStation 3
Environment Artist on Train level, over a dozen vistas and multiple multiplayer levels. Multiplayer & DLC levels: Village, The Train Wreck, Temple, Flooded Ruins, Facility, Highrise.

Section 8 – Xbox 360/PC
Preproduction, concept art, proxy art, animatics, environment modeling and texturing, outsourcing.

EDUCATION

The Art Institute of Houston
Bachelors of Fine Arts
Major in Media Arts and Animation