

# Luke M. Steichen

## Character Artist

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Site: www.anomaly-3d.com

### Skills

- Autodesk Maya
  - Modeling, UV unwrapping, resurfacing, rig creation, weighting, rendering
- Autodesk 3DS Max
  - Modeling, UV unwrapping
- Pixologic ZBrush
  - Sculpting for normal map creation, texturing
- Adobe Photoshop
  - Texture creation/editing, photo-reference compositing
- Traditional Sculpture

### Experience

#### Surreal Software/Warner Brothers Games

World Artist

June 2010 to Current

- **Titles: "FEAR 3" and "Lord of the Rings: War in the North"**
- Responsible for the creation of environment assets and props from concept art and photo reference using 3DS Max, ZBrush and Photoshop

Character Artist

October 2007 to December 2009

- **Titles: "This Is Vegas" and "Lord of the Rings: War in the North"**
- Responsible for full character creation, character head creation and clothing asset creation from photographic reference and concept art using Maya, ZBrush and Photoshop
- Responsible for creating and managing over 100 characters and maintaining the style and level of quality of those characters over the duration of the project
- Managed over 150 clothing assets to ensure high quality levels and proper interaction with a wardrobe of over 500 character clothing assets
- Rigged and implemented character assets into the Unreal Engine
- Responsible for creating and maintaining the character clothing bible and asset tracking documents to help maximize team productivity and minimize work overlap
- Responsible for meeting production deadlines and producing assets in the creation of an open world title

#### U.S. Army, Active Duty

Tactical Intelligence Analyst

11 January 2001 to 17 June 2005

- Responsible for the security and intelligence training for over 500 soldiers
- Developed security protocols for Ft. Lewis guard activities
- Developed Standard Operating Procedures for Security Managers across Ft. Lewis

### Education

**January 2006 to March 2009 : Art Institute of Seattle**

Program: Bachelors of Fine Arts: Game Art and Design