

Eric Testroete
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Objective

To produce creative and innovative games. To be challenged during the process and to challenge the people around me. To further advance my skills as an artist and as a leader.

Skills

- 9 years experience in the game industry
- Self motivated and works well with a team
- Strong technically, excellent problem solver
- Enjoys mentorship and sharing knowledge

Extensive knowledge in the following software packages:

- 3DS Max - 13 years
- Photoshop - 13 years

Working knowledge in the following packages:

- Maya - 1 year
- Mudbox - 2 years
- Zbrush - 2 years

Other programs include:

- Vray
- Havok
- Sony Vegas
- Adobe Lightroom
- Dreamweaver
- Excel

Work Experience

Deep Fried Entertainment - Senior Artist: 2006 - 2009

Unannounced Project

- Modeled and textured world using 3DS Max 8, Photoshop
- Setup lighting complete with baked lightmaps
- Created animated texture effects such as water
- Modeled, textured and animated interactive props

MLB Superstars (Wii)

- Modeled, textured and lit worlds using 3DS Max 8, Zbrush, Photoshop
- Created animated texture effects such as water and flags.

2K9 MLB Fantasy Allstars (DS)

- Modeled, textured and lit worlds using 3DS Max 8, Photoshop
- Modeled, textured and animated props used for NIS's

2K8 MLB Fantasy Allstars (DS)

- Modeled, textured and lit worlds using 3DS Max 8, Photoshop
- Conceptualized, modeled, textured and rigged characters
- Helped set up particle systems

Full Auto 2 (PSP)

- Modeled, textured worlds using 3DS Max 8, Photoshop

Electronic Arts - Artist: 2002-2006

Fifa World Cup (Xbox 360, PS2, GC, Xbox, PC)

- Modeled, textured, normal mapped characters using Maya 7, Photoshop

NBA Live 06 (Xbox 360, PS2, GC, Xbox)

- Modeled, textured, normal mapped player accessories using Maya 7, Photoshop

Need for Speed: Most Wanted (Xbox 360, PS2, GC, Xbox, PC)

- Modeled, unwrapped, weighted characters using 3DS Max 7

Need for Speed: Underground 2 (PS2, GC, Xbox, PC)

- Modeled, unwrapped, textured, weighted characters using 3DS Max 6, Photoshop
- Worked with professional models to create reference photos.

Need for Speed: Underground (PS2, GC, Xbox, PC)

- Modeled, unwrapped, textured, weighted characters using 3DS Max 6, Photoshop
- Conceptualized characters
- Worked with professional models to create reference photos.

Def Jam: Vendetta (PS2, GC, Xbox)

- Modeled characters using 3DS Max 5 and Softimage

Black Box Games (Acquired by EA) - **Artist:** 2001-2002

NHL Hitz 20-03 (PS2, GC, Xbox)

- Modeled, unwrapped, textured and weighted characters using 3DS Max 5, Photoshop

Sega Soccer Slam (GC, Xbox, PS2)

- Modeled, unwrapped and weighted characters and accessories using 3DS Max 5, Photoshop

Dream Force Entertainment - Artist: 2000-2001

Ultraman Shooter (incomplete)

- Created characters and worlds using 3DS Max 4, Photoshop

Personal

Amateur photography

I am an avid photographer. I recently created a video using images from my trip to Japan which became fairly popular on the internet with 145,000 views:

<http://vimeo.com/2721992/>

My photos can be viewed here:

<http://www.flickr.com/photos/dutchct/>

Motorsport and Associated Car clubs

I am active in the sport of autocross and enjoy track days. I have volunteered as an instructor for the Vancouver Chinese Motorsport Club.

I came first in my class at the 2007 autocross provincial and second in my class during the 2007 national event.

I run northwesternr2.com and currently a member of BCMR2.com, both of which are clubs focused on the Toyota MR2.

Education

Robert Bateman Secondary School

Instructed by Bill Henderson who received Prime Minister's Award for Excellence in Teaching.

References

Available upon request.