ROSS CANGELOSI

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OBJECTIVE

- To be given the opportunity to exercise my skill sets at their highest potential and work with professionals in a team environment.

SKILLS

- Game Engines: Unreal Engine / Source (Valve) / Renderware / Alamo Engine (Petroglyph) / Unity
- 3DS Max
- Maya
- Zbrush
- Adobe Creative Cloud: Photoshop / Illustrator / After Effects / Premiere / Dreamweaver / Animate (Flash)
- Python
- MAXScript
- MELScript
- RayFire
- XML

EMPLOYMENT HISTORY

Petroglyph Games, Las Vegas, NV **Mar. 2010 – Apr. 2024**

Technical Art Director

Conan Unconquered (PC), ***The Great War: Western Front*** (PC)***, EarthBreakers*** (PC)***, 9-Bit Armies: A Bit Too Far*** (PC), ***8-Bit Hordes*** (PC), ***8-Bit Invaders*** (PC), ***Strikers*** (PC), ***Unannounced IP*** (VR Mobile)

- Technical direction for engineering, art, and design teams.
- Rigged and animated key art assets for featured projects.
- Rigged and setup physics destruction assets in all major projects.
- Unreal Engine technical art and animation development.
- Unity prototyping and development support for VR / mobile titles.
- UX/UI Design and development.

Lead Technical Artist

Grey Goo (PC), ***End of Nations*** (PC), ***Battle Battalions*** (PC), ***Battle For Graxia*** (PC), ***8-Bit Armies*** (PC), ***Unannounced IP*** (Mobile)

- Rigged all animated assets in Grey Goo core game as well as the expansion.
- Rigged and setup all physics destruction assets in Grey Goo core game as well as the expansion.
- Programmed Petroglyph Tools for all studio projects using 3DS Max.
- Directly responsible for maintaining all art production processes as well as artist setups, prototype asset creation, content management, naming conventions, and troubleshooting.
- Directly managed a small team of technical / FX artists.

- Responsible for making sure all delivered art fits within allocated memory budgets.
- Responsible for character, vehicle, and environment asset rigging and technical setups.
- Custom Max scripts for batch processing common tasks.
- Provided technical support to art team, aided new artists in becoming acclimated to in-house requirements and tools, as well as addressing any roadblocks (crashes) allowing content creation to proceed efficiently.
- Outsource manager and evaluator of deliverables from outsourced companies.
- Directed many technical modifications to in house tools improving art workflows.
- Support modeling, animation, and FX creation as needed.
- Ensured that the art team has the latest tools, builds, and plug-ins.

Midway Amusement Games, LLC., Chicago, IL **Aug. 2005 – Feb. 2009**

Lead Technical Artist

Gun Runner (PS3 / Xbox 360 / PC), ***NBA Ballers: Chosen One*** (PS3 / Xbox 360)

- Directly responsible for maintaining all art production processes as well as artist setups, prototype asset creation, content management, naming conventions, and troubleshooting.
- Responsible for making sure all delivered art fits within allocated memory budgets.
- Acted as liaison to programming for production pipeline improvements and managing all non-programmer Perforce [source database] client accounts.
- Setup and built lighting using next gen tech procedures for lighting using Illuminate Labs Beast and other third party lighting solutions.
- Algorithm review on custom Python scripts for batch processing animation tasks usable in both 3DS Max and Maya.
- Rigging support for mesh-tree based assets, setup and weighting in 3DS Max.
- Provided technical support to art team, aided new artists in becoming acclimated to in-house requirements and tools, as well as addressing any roadblocks (crashes) allowing content creation to proceed efficiently.
- Evaluated tech deliverables from outsourced companies.
- Created comprehensive test procedures and maps which improved turn around time for verification of milestone deliveries.
- Directed many technical modifications to tools improving art workflows including a robust asset exporter for the Unreal Engine 3.0 utilizing the COLLADA asset exchange format.
- Modifications to environment art, as well as crowd placements.
- Ensured that the art team has the latest tools, builds, and plug-ins.

Technical Artist

John Woo Presents: Stranglehold (PS3 / Xbox 360 / PC), ***NBA Ballers: Phenom*** (PS2 / Xbox), ***This is Vegas*** (PS3 / Xbox 360 / PC), ***Mortal Kombat vs. D.C. Universe*** (PS3 / Xbox 360), ***TNA iMPACT!*** (PS3 / Xbox 360 / PS2 / Wii), ***Unannounced IP*** (PS3 / Xbox 360 / PC)

- Gathered metrics on particle effects, characters, individual assets, and all environment streaming volumes.
- Adjusted streaming volumes to increase performance and solve running out of memory errors.
- Managed Unreal package content as well as regulated memory footprint size to prevent over extending space consumption during production revisions.
- Maintained and developed custom character and vehicle viewer maps.
- Created final cinema Kismet script setups as well as placeholders used during production.
- Tested art tool candidates and setup team playroom for reviewing builds.
- BSP recreation of environments for investigation of poor memory performance.
- 3D content creation for in game assets, props, NIS environments, tattoos, and vehicle textures.

- Responsible for crowd placements, vertex lighting for environments, and correcting alpha sorting issues on all environments.
- Researched block LOD tool requirements, heat map display of load times tool, and spline based road creation tool for open world game solutions.
- Supported central cinematics team when additional help was needed.
- Developed a Bink video creation pipeline to facilitate the porting of a next-gen game to last-gen platform.
- Evaluated software packages for production viability such as image-based modeling applications.

PLBM Games, Irvine, CA **Nov. 2004 – Apr. 2005**
3D Artist / Freelance Designer
Circuit Patrol (Mobile)

- Designed, modeled, and textured art assets for Danger's ***Circuit Patrol*** for the Hiptop Java platform on the Sidekick cell phone.

Troika Games, LLC., Irvine, CA **Apr. 2004 – Nov. 2004**
3D Artist / Intern
Vampire The Masquerade: Bloodlines (PC)

- Modeled and textured art assets for Activision's ***Vampire The Masquerade: Bloodlines*** (PC).

Webbgroup Network Systems, LLC., Greensboro, NC **Sept. 2002 – Aug. 2005**
Freelance Web Designer

- Consultant for Flash / HTML based web-development, and graphic design.

Broach / Kinley Advertising, Greensboro, NC **Jan. 2002 – Aug. 2002**
Freelance Designer / Internship

- Freelance Flash development, logo design, and print work.

EDUCATION

University of North Carolina at Greensboro, Greensboro, NC **1998 – 2002**

- BFA Design (primary) and BA Religious Studies Double Major
  - Graduated May 2002 (Magna Cum Laude), Dean's List four consecutive years
  - Maya Tutorial and Presentation at UNCG (Alumni Festival of 2003)

Loyola University of Chicago, Chicago, IL **2008 – 2008**

- Python Programming