

JOHN LAPPIO

3D modeler / Environment Artist
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Education

Savannah College of Art and Design
B.F.A in Interactive Design and Game Development

Work Experience:

Vigil Games, Darksiders: 10/08-10/09

- Worked on creating breakable states for several of the breakables
- Created and implemented all of the maps
- Worked closely with the UI artist, environment artists, and designers to help finish tasks and close bugs.

Electronic Arts, Professional Production Practices: 01/08 - 03/08

- Helped texture vehicles for Nascar 2009.
- Accurately modeled structures from photographs within limited vertices for Tiger Woods PGA Golf 09.
- Worked directly with feedback from an Art Director in a studio environment.

Software Skills:

- o 3D Studio Max: character and item modeling and texturing
- o Maya: character and item modeling and texturing
- o Oblivion Ed: Vigil Games proprietary engine,
- o Unreal Engine: level building, kismet scripting
- o Adobe Photoshop: texturing, photo editing and compositing, illustrating
- o C++: object oriented programming, modified Half Life 2 source code
- o Adobe Illustrator: digital painting and coloring
- o Flash: user interface building
- o Adobe After Effects: film editing and creation
- o Unix: programming and mel scripting

Awards and Recognition:

- 1st Place for Best Board Game in show, "Temple Dash", Entelechy, GDX 2007
- Article on board game, Gamasutra.com

Clubs and Organizations:

"Action CON": Programming Lead and Art Director for a Half Life 2 mod team

Quarter Circle Forward (QCF), "Fighting Game Club": attended for 2 years and helped lead and create events