

# GREG AMATO

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A desire to build working relationships and ensure satisfaction through skills and communication with experience in providing quality detailed work consistently and delivering projects on time and budget. Focused on solving problems using creative technology and interactive media.

## SPECIALTIES

Art Production  
3d Modeling  
Texturing  
World Building  
Automation

Fabrication  
Virtual Reality  
Micro Computing  
Optimization  
Problem Solving

## SECONDARY SKILLS

HTML5  
CSS/SASS  
C#  
JavaScript  
MaxScript

Python  
.NET  
MEL Script  
Visual Effects

## SOFTWARE

3dsMax  
Maya  
ZBrush  
Substance Designer  
Adobe Suite

Marmoset 2  
Unreal Engine 4  
CryEngine  
Unity  
Havok

## INDUSTRY EXPERIENCE

### 3D ARTIST

#### Wargaming.net

JAN 2015 – PRESENT

As part of the 'Tank Team' I am responsible for the creation and integration of tanks through the art pipeline. Created an effective workflow for processing content and effectively removing a portion of the creation process for the entirety of any new tanks for the previous generation. This workflow was adopted and implemented as an automation process reducing human error, creating consistent assets, and reducing production time and cost.

### ENVIRONMENT/TECHNICAL ART

#### Contract Artist

JAN 2010 – PRESENT

**GameTextures.com** - Substance Database 2.0, PBR Texture Conversion (Web)  
**University of Oklahoma** - Assets and Scripting for education titles (PC, iOS, Android)  
**Ironbelly Studios** - Jib Life (PC)  
**Eight Bit Strange** - Final Bit (Web/Video)  
**Goldhawk Interactive** - Xenonauts (PC, MAC)  
**BetSoft Gaming** - Slots Angels, Black Gold (Web)  
**Strange Games** - Paintball War, Zombie Strippers Ate My Brains (XBLIG)  
**Adrenaline Crew** - Race, Stunt, Fight 2 (iOS, Android)  
**Flying Squirrel Interactive** - Battle Cry of Freedom (PC)

### ENVIRONMENT/PROP ARTIST

#### Gameloft

SEP 2013 – AUG 2014

Environments, Character, and Prop art creation. Cinematics and the associated scripting in order to implement in game. VFX for cinematics, props, actions, icons, and 'hero' 3D assets. Optimizing assets to reduce draw calls, triangle and texture use for assets.

### INSTRUCTOR – GAME ACADEMY

#### internalDrive [iD Camps]

JUN 2012 – AUG 2012

Taught teenagers modeling for games in Maya and level design in Unreal Development Kit in two two-week sessions in a studio-like environment. Students built fundamental skills that prepared them for professional careers in the video game industry.

### CARPENTER

#### Chris Brown Construction

MAY 2008 – AUG 2009

Build projects including residential homes and businesses that required an understanding of advanced building principles. Used 3dsMax to visualize and model assets that were used with outsourced CNC machines to provide one-of-a-kind products to client specifications.

## EDUCATION

### UNIVERSITY OF NORTH TEXAS COMMUNICATION DESIGN

AUG 2011 – 2013

Societies: UNT Game Developers

To learn to be effective conceptual thinkers and creative problem solvers in the disciplines of advertising and of graphic design.