# Bronwen Grimes
**Technical Artist**

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## Objective

To use my skill and knowledge in the game development arena to create innovative, artistically appealing solutions to technologically challenging problems.

## Employment

**Valve Software**
**June 2008-Current**
**Technical Artist**
**Bellevue, Washington**

My position as Technical Artist at Valve includes the following responsibilities:
- Developing and implementing shaders and special effects
- Creating sample art to test and demonstrate new pipelines
- Creating scripted tools to improve and extend our pipeline to new softwares
- Maintaining aspects of the existing pipeline
- Training members of the art department on new workflows, tools and procedures
- Creating characters and character variations, designing, modeling, texturing, rigging and skinning
- Creating and texturing props for placement in levels

**Pseudo Interactive**
**April 2002-May 2008**
**Toronto, Ontario, Canada**

**Senior Technical Artist, 2007-2008**
My penultimate position at Pseudo Interactive included the following responsibilities:
- Training members of the art department on new workflows, tools and procedures
- Identifying art process bottlenecks and implementing solutions
- Developing and refining shaders
- Creating sample art to test and demonstrate new pipelines
- Communicating between the art and code departments

- Moderating weekly life drawing sessions after work hours

**Technical Artist, 2004-2007**
My responsibilities as Technical Artist were similar to those listed above, with more of an emphasis on creating special effects with our in-house tools, and less of an emphasis on training other team members.

**3D Artist, 2002-2004**
My responsibilities as 3D Artist included environment texturing, special effect creation, and the development of scripts and tools for unwrapping and texturing meshes.

**Instructor**
**Alliance Française**
**May-August 2001**
**Ottawa, Ontario, Canada**

As an English instructor for l'Alliance Française, I gave instruction to Francophones of all English skill levels. At the Supreme Court of Canada, I instructed lawyers and court officials at intermediate and advanced levels. At the Cordon Bleu chef school in Ottawa, I instructed at the basic level. The different syllabi included grammar, idioms, pronunciation, and business writing. Class sizes varied from one to five.

**Instructor**
**Ottawa School of Art**
**May-November 2001**
**Ottawa, Ontario, Canada**

I instructed Adobe PhotoShop for two terms at the Ottawa School of Art. The goal of the class was to bring basic level students up to an intermediate or advanced level, allowing them to produce a finished piece of artwork. The learning process focused on the creative aspects of image editing and the process of developing a work of art.

**Computer Lab/Website Technician**
**Ottawa School of Art**
**May-August 1999-2000**
**Ottawa, Ontario, Canada**

I kept the Ottawa School of Art website up to date, both in look and content. I maintained the computer equipment in the Ottawa School of Art computer lab. As a secondary duty, I instructed the Animation Certificate Program students in the use of the animation line-testing equipment and Adobe Premiere.

# Education

**Digital Media Arts**
**Seneca College**
**2001-2002**
**Toronto, Ontario, Canada**

As a transfer student into the second year of this two-year diploma program, I took courses in 3D Studio Max, Maxscript, photography and compositing.

**Animation Certificate Program, part-time student**
**Ottawa School of Art**
**1999-2001**
**Ottawa, Ontario, Canada**

I completed the lifedrawing portion of the Ottawa School of Art's Animation Certificate program. The lifedrawing for animation courses focused on anatomy, character design, and the dynamics of motion for both human and animal figures. In addition, I took a class on modeling the human figure in 3D Studio Max, and one on painting with acrylics.

**Computer Science**
**Carleton University**
**1999-2001**
**Ottawa, Ontario, Canada**

I attended Carleton University both as a part-time and a full-time student. The curriculum I followed included as topics: advanced C++, Java, programming for the web, discrete mathematics and algorithm design, and calculus and algebra for computer applications.

**Fast-Track Digital Animation Certificate Program**
**Algonquin College**
**1999**
**Ottawa, Ontario, Canada**

This program focused on Softimage, Adobe Premiere and Adobe PhotoShop.

# Skills

## Workplace Skills
- Adaptable, quick learner
- Mentoring, instruction and technical writing
- Facilitating interdepartmental communication

## Technical Skills
- Design and development of tools for artists
- Ability to understand and debug complex systems
- Scripting in Python, Lua, Maxscript, and JavaScript
- Junior-level skill programming in C++
- Understanding of render pipelines and knowledge of lighting systems
- Modeling, texturing and shading experience
- Shader writing in HLSL (with DXSAS, as applicable)
- Ability to analyze complex visuals and determine the best way to reproduce the look and feel in a real-time application
- Experience developing for Xbox 360, Playstation 3, PC and Playstation 2

## Artistic Skills
- Strong eye for color and composition
- Traditional art skills that span figure drawing, landscape painting, photography and figure sculpting
- Ability to apply traditional art skills to look development for real-time applications

## Software
- Primary: 3ds Max, Maya, Modo, Zbrush, PhotoShop, Perforce, Microsoft Office, Visual Studio, Wing IDE
- Secondary: Adobe Illustrator, Adobe Premiere, Houdini

## Published Games

Counter-Strike: Global Offensive (PC and Mac)
Dota 2 (Public beta on PC)
Portal 2 (Xbox 360, Playstation 3, PC and Mac)
Alien Swarm (PC)
Left 4 Dead 2 (Xbox 360 and PC)
Left 4 Dead (Xbox 360 and PC)
Full Auto 2 (Playstation 3)
Full Auto (Xbox 360)

## Publications

"Making and Using Non-Standard Textures: Manipulating UVs through Color Data in Portal 2," Game Developer's Conference, March 2011

"Shading a Bigger, Better Sequel: Techniques in Left 4 Dead 2," Game Developer's Conference, March 2010

"Good Morning Class! Introducing new tools to artists without getting spitballed," Game Developer Magazine, February 2009 (Illustrations and Text)

## Professional Recognition

Nominee for Top Woman in Art, Microsoft Women in Gaming Awards, March 2009

Nominee for Top Woman in Art, Microsoft Women in Gaming Awards, March 2010