

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