

ROB STITES

Game Designer and 3D Technical Artist

FULLLOFAWESOME@GMAIL.COM

Hayward, CA 94542

PORTFOLIO: www.FULLLOFAWESOME.com

SKILLS

Rapid Prototyping, Game Design, Gameplay Programming, AI, Networking, Animation State Machines, Unity3D, Unreal Engine, Maya, ZBrush, Level/Open World Design, Shader Creation.

EXPERIENCE

AUGUST 2020 - Present

PerpetualFunMachine, Hayward CA - *Game Designer/Technical Artist*

- Designed and programmed game prototypes in Unity3D using C#.
- Programmed AI agents using Unity3D's built-in pathfinding and external A* libraries.
- Wrote network code using MLAPI for Unity3D.
- Built multiple character avatar customization systems in Unity3D and Maya.
- Created shaders for character and environment customization.
- Created blendshape and shader based procedural facial animation system.
- Game Design, Client-side Programming, Worldbuilding, and 3D Art for MMO in development.

NOVEMBER 2019 - AUGUST 2020

Electronic Arts, Redwood Shores CA - *Object Modeling Lead*

- Lead The Sims 4 internal expansion pack modeling team.
- Worked with my team and other disciplines to create new gameplay objects for The Sims 4.
- Simultaneously trained internal and offsite employees on The Sims 4 modeling pipeline.
- Ensured that all features shipped regardless of supply chain issues caused by Covid-19.
- Modeled, textured and rigged gameplay objects.
- Tracked tasks using Jira and ShotGrid.
- Wrote and maintained design documents/Wiki.

FEBRUARY 2016 - NOVEMBER 2019

Electronic Arts, Redwood Shores CA - *Object Modeling Outsource Lead*

- Lead a team of external vendors creating 3D content for The Sims 4.
- Provided artistic and technical feedback to vendors.
- Owned large amounts of technical knowledge about all parts of the Sims 4 pipeline.
- Helped external vendors to create content above and beyond their previous abilities.
- Tracked tasks using Jira and ShotGrid.
- Wrote and maintained design documents/Wiki.

MARCH 2014 - FEBRUARY 2016

PerpetualFunMachine, Hayward CA - Game Programmer

- Wrote all gameplay code (C#) for DragonDrop for iOS/Android/Web.
- Was responsible for all game design.
- Integrated iOS and Android achievements, leaderboards and microtransactions.
- Modeled and textured all 3D characters and environments for DragonDrop.

NOVEMBER 2011 - FEBRUARY 2014

GREE, Inc, San Francisco CA - 3D Generalist/Texture Artist

- Modeled, textured and rigged 3D environments, characters, and props.
- Created shaders for 3D assets.
- Created mock-ups for new game prototypes.

NOVEMBER 2009 - DECEMBER 2011

Electronic Arts, Redwood Shores CA - Object Modeler

- Modeled, textured and rigged gameplay objects for The Sims 3 Ambitions and The Sims 3 Store.
- Worked with designers, animators and engineers to design new interactive game objects.
- Trained new artists on art production pipeline and proprietary tools.
- Modeled and textured buildings and world props for the worldbuilding team.

OCTOBER 2008 - MARCH 2009

Lamplighter Studios, San Francisco CA - 3D Artist/Game Programmer

- Modeled and textured 3D characters and environments for Sony Home.
- Wrote design pitches for new games and Sony Home mini-games.
- Built game prototypes in Unity3D using C#.

APRIL 2008 - JULY 2008

Electronic Arts, Redwood Shores CA - World Designer

- Designed open world game areas and missions for Godfather 2 for PS3/Xbox 360.
- Built pathing node networks for game AI agents.

EDUCATION

2006 - 2008

The Art Institute of California, San Francisco - Bachelor of Science, Game Art and Design

- Took courses in Game Design, Game Programming and 3D Modeling/Texturing/Animation.