




Rupert Morris


Sr. Technical Artist, Lead 3D Artist & Instructor


Down to earth, humorous, engaged leader

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SKILLS

Team/Communication Skills		Maya, ZBrush & Substance	
Creativity/Problem Solving		Rigging/Weighting	
PBR Textures, Shaders, UVs		Lighting, Render, & Post Process	
Scripting & C#		Game Art Optimization	

WORK EXPERIENCE

Senior Technical Artist

Arcturus.studio

01/2022 - Present

Halifax, NS

Volumetric Video software developer

- Demonstrated Arcturus's volumetric video capabilities in game engines. Built immersive VR/AR scenes, holograms and marketing demos in Unreal and Unity. Showed our volumetric video technology in the best light through examples.
- Developed technical workflows, optimizations and solved issues for Arcturus, their clients and volumetric projects.
- Supported client VFX studios and game studios using volumetric technology. Created tutorials of best practices and documented workflows.
- Communicated progress with and took direction from senior management.

Contact : Ewan Johnson (Founder) - <https://www.linkedin.com/in/ewanjohnson/>


Lead Artist, Technical Artist

Hothead Games/Popreach Games

08/2016 - 12/2021

Halifax, NS

Mid Core & Casual Mobile Games

- Lead Artist on a variety of stunning mobile games, including Zombie Beach Party and Mighty Battles for iOS/Android. 
- Established the look and feel of games. Optimized for mobile devices. Led an amazing team of 8 artists in character, environment art and UI production. Characters, environments, VFX.
- Led remote teams and team members across Canada.
- Established art production pipeline, lighting, custom CG shaders and more. Tutorialized workflows. Led by example.
- Communicated progress with and took direction from senior management.
- Delivered what the founder of the company called the 'best looking game' Hothead had ever shipped.

Contact : Vlad Ceraldi (CEO) - <https://www.linkedin.com/in/vlad-ceraldi-747b961/>

WORK EXPERIENCE

Lead Artist

Whitebox Interactive

06/2014 - 03/2016

Warhammer 40K: Dark Nexus Arena for PC

Vancouver, BC

- Achieved high quality bar, higher frame rates and lead by example on Warhammer 40K title. [↗](#)
- Created outstanding base meshes for Character Artists to build off of.
- Earned Games Workshop approval for all models and textures.
- Assisted character artists in improving quality and fidelity.
- Created & documented pipelines and workflows for artists.

Contact : Jon Falkowski (CEO) - <https://www.linkedin.com/in/jonathan-falkowski-8948261/>

3D Art Instructor & Mentor

Vancouver Film School, VanArts, BCIT, VCAD

01/2007 - 08/2016

3D and Game Art production Instructor with VFS

Vancouver, BC

- Improved quality of curriculum and student projects via implementation of current game art workflows (ZBrush/Maya/Unity/Unreal).
- Taught at Vancouver Film School, VanArts, British Columbia Institute of Technology, Visual College of Art and Design.
- Inspired students to produce great, industry relevant projects that led to success in the 3D animation, video games and VFX industries.
- Solved student technical art issues: lighting, rigging, weighting and production problems on tight deadlines.

Contact : Peter Walsh (CEO) - <https://www.linkedin.com/in/peter-walsh/>

Lighting Artist

Electronic Arts

01/2007 - 11/2007

World lighting artist for Skate (PS3, XBox 360)

Vancouver, BC

- Enabled streaming open-world art running at high FPS by baking lighting and occlusion into textures for real-time results.
- Took ownership of lightmap UVs for entire streaming world art environment, throughout 'Skate' video game development cycle.
- Solved geometry/normal issues that affected lighting.
- Steered the player towards goals via lighting.
- Informed Lead Lighter and Art Directors with regular, thorough reports.

Contact : Chris Vondruska (Sr. Technical Artist) - <https://www.linkedin.com/in/chris-vondruska-bb9bb410/>

EDUCATION

Diploma, 3D Animation

British Columbia Institute of Technology

10/2006

Vancouver, BC

Bachelors, Media Arts and Digital Technologies

Alberta University of the Arts

04/2002

Calgary, AB