

TODD WAHOSKE

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PROFILE

Todd Wahoske is a US based senior level environment artist. He has been working as a professional digital artist in the video game development industry, for 12 years. As an environment artist, Todd has received considerable exposure, his work featuring in many successful, critically acclaimed video games, spanning multiple game console platforms. He is driven by an instinct to follow the creative path of game development.

EXPERIENCE**ART DIRECTOR, MYTHOS LABS; NEVADA CITY, CA — FEBRUARY 2010-PRESENT**

Create company identity. Form business partner relationship.

LEAD ARTIST, LAST LEGION GAMES; NEVADA CITY/SANTA MONICA, CA

— OCTOBER 2008-JANUARY 2010

Created 3D models, textures, and lighting for a variety of iPhone/Social Facebook games and concepts. Provided creative input and game design. Required ability to successfully work with small team of artists, designers in a start-up environment.

ART DIRECTOR, WEPLAYTV.COM, GRASS VALLEY, CA — MARCH 2008-AUGUST 2008

Set the look and feel for weplaytv.com. Worked with design and engineer teams to create an attractive, energetic, high production feel, in a start-up environment. Provided creative input and game design.

CONTRACT ENVIRONMENT ARTIST, NEVERSOFT ENTERTAINMENT; NEVADA CITY/LOS ANGELES, CA

— NOVEMBER 2006-OCTOBER 2007

Worked closely with concept artists to create original stylized concert venues. Provided environment art content and creative services for Neversoft Entertainment. Venue creation. 3D models, textures, lighting, effects concepts. Worked with engineers and tech artists to revise, maintain, and create new tools. Oversaw technical/memory limits per zone, provided memory budgets per zone.

LEAD ENVIRONMENT ARTIST, NEVERSOFT ENTERTAINMENT; LOS ANGELES, CA — 2006

Managed 15 full-time environment artists. Assisted production in scheduling team, keeping the game on track. Spent time daily with each artist to ensure the visual style of the game follows the art direction. Lead art-critiques each week. Oversaw technical/memory limits per zone, provided memory budgets per zone. Worked with engineers and tech artists to revise, maintain, and create new tools. Contributed to overall look/feel of the game via fullscreen lighting effects. Assisted in hiring process for future art roles. Assisted with new artist training.

SENIOR ENVIRONMENT ARTIST, NEVERSOFT ENTERTAINMENT; LOS ANGELES, CA — 2002-2005

Created 3D models, textures, and lighting for PS2/XBOX games. Worked under various constraints of developing for multiple console platforms. Required ability to successfully work with small team of artists, designers, producers to accumulate appropriate reference material upon which to base design of a fun level. Able to meet deadlines required by annual development cycle. Involved in soundtrack design.

LEAD ARTIST, CANOPY GAMES; MINNEAPOLIS, MN — 1998-2002

Created 3D models, textures, lighting, level design, particle effects for 8 games. Primarily focused on environments, established overall theme/feel/mood. Created internal technical documentation. Involved in virtually all aspects of game creation and release.

ARTIST, THE LEARNING COMPANY; MINNEAPOLIS, MN — 1997-1998

Generated page layouts and simple 2D animations for an educational game.

LIST OF GAMES WORKED ON

Unannounced Project, 2010 - Facebook, iPhone/iPod Touch

Unannounced Project, 2010 - iPhone/iPod Touch

Pet Sematary, 2009 - iPhone/iPod Touch

Polyghost, 2009 - iPhone/iPod Touch

Watchmen Justice Is Coming, 2009 - iPhone/iPod Touch

Guitar Hero 3 Legends of Rock, 2007 - XBOX360, PS3, PS2

Tony Hawk's American Wasteland, 2005 - PS2, XBOX, XBOX360, GC

GUN, 2005 - PS2, XBOX, GC, XBOX360

Tony Hawk's Underground 2, 2004 - PS2, XBOX, GC

Tony Hawk's Underground, 2003 - PS2, XBOX, GC

Tony Hawk's Pro Skater 4, 2002 - PS2, XBOX, GC

Midnight Outlaw Illegal Street Drag, 2002, PC

WW2: Desert Rats, 2002, PC

Harley Davidson: Race Around the World, 2001, PC

Ultrawheels Street Jam, 2001, PC

Kawasaki Fantasy Motocross, 2000, PC

Harley Davidson: Wheels of Freedom, 2000, PC

Harley Davidson: Race Across America, 1999, PC

Shattered Reality, 1999, PC (not published) Historically Correct Post Apocalyptic Retro-Futuristic Underwater Western Adventure Game.

EDUCATION

Saint Cloud State University, Saint Cloud, MN — Bachelor of Science: Visual Communications, 1997

SKILLS

Unique ability to gel with all members of the development team. Reflects positive personality, inspiring productivity and passion for the project. Values healthy communication and holds strong desire to solve problems together as a team.

Understands the big picture of any task and can flex according to a project's fluctuating schedule, features, and workflow.

SOFTWARE

3D Studio Max, Photoshop

REFERRALS

Available upon request