

TODD WAHOSKE

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Objective

Apply creativity, hard work, passion, and accumulated skills to a team setting with a congruous goal.

Profile

While working for a major game development studio, I contributed to several top selling AAA video games spanning multiple console platforms.

As a Freelance Artist and Small Business Partner, I've worked on creative projects ranging from mobile apps, software demos, web design, product creation & publishing, and a successful crowd-funding campaign.

Solving problems inspires me. Creative collaboration with a talented team drives me.

Founder

Oct. 2012 - Present

Counterculture Cards

Creator/Publisher - YOU are the Maniac! (*Tabletop Card Game*)

- Game design, card art, brand identity, website design, promotional video, package design
- Produced successful Kickstarter campaign raising funds to complete project, product fulfillment

Co-Founder

Jan. 2010 - Dec. 2012

Mythos Labs

Creative - uWebKit for Unity Pro (*Unity Plug-in*)

- Brand identity, website design, technical documentation, marketing, QA

Producer/Artist - Storm Effects for Unity Asset Store (*Shuriken Particle System*)

- Particle pack creation, brand identity, marketing, promotional video

3D Artist - Xmob (*Live Video Sharing Platform*)

- Environment modeling, texturing, lighting, and rapid iteration for out-of-house startup team

3D Artist - Disney/Playdom 'Unannounced Project' (*Social/Facebook Game*)

- Modeling and texturing character avatar assets

Art Producer/3D Artist - Adobe MAX Racer (*featured demo 'Adobe MAX 2010'*)

- Worked with Adobe, Alternativa3D, artist sub-contractors to produce a bleeding edge tech demo
- Level design, environment layout, modeling, texturing, lighting, fast turnaround

Lead Artist

Oct. 2008 - Jan. 2010

Last Legion Games

3D Artist - AltEgo (*Social Avatar Platform*)

- Modeled and textured low-poly character parts and prop assets

UI Artist - Pet Sematary (*Mobile app*)

- Created 2D User Interface assets

3D Artist - Polyghost (*Mobile app*)

- 3D character modeling, texturing

3D Artist - Watchmen: Justice is Coming (*Mobile app*)

- Modeling, texturing, lighting low-poly environment and prop assets

Art Director

Mar. 2008 - Aug. 2008

Lead Environment Artist Sr. Environment Artist

Apr. 2002 - Oct. 2007

Lead Artist

Apr. 1998 - Mar. 2002

Skills

Education

Awards

WePlayTV

WePlayTV.com (*Interactive Television Platform*)

- Developed look and feel: energetic, mainstream, high production
- Provided creative input and game design
- Start-up team environment

Neversoft Entertainment

Sr. Environment Artist - Guitar Hero 3: Legends of Rock

- Venue creation: modeling, texturing, lightshow effects
- Teamed with concept artists to create original, stylized, concert venues
- Oversaw technical/memory limits, provided memory budgets per zone

Lead Environment Artist - Tony Hawk's Project 8

- Managed environment art team
- Lead art-critiques each week
- Assisted production with schedule, keeping the ship date on target
- Oversaw technical/memory limits, provided memory budgets per zone
- Worked with Engineers and Technical Artists to revise, maintain, and create new tools
- Assisted in hiring process for future art roles and new artist mentoring/training

Sr. Environment Artist - Tony Hawk's American Wasteland

- Created models, textures, and lighting
- Constraints of developing for multiple console platforms
- Worked with artists, designers, producers to create fun levels
- Involved in soundtrack design

Sr. Environment Artist - GUN

Sr. Environment Artist - Tony Hawk's Underground 2

Sr. Environment Artist - Tony Hawk's Underground

Environment Artist - Tony Hawk's Pro Skater 4

Canopy Games

Midnight Outlaw: Illegal Street Drag

- Created models, textures, lighting, level design, particle effects
- Primarily focused on environments, but involved in all aspects of art dept., creation and release

World War 2: Desert Rats

Harley Davidson: Race Around The World

Harley Davidson: Wheels of Freedom

Harley Davidson: Race Across America

Kawasaki Fantasy Motocross

Ultrawheels Street Jam

Shattered Reality (*canceled*)

Primary: 3ds Max, Photoshop, Unity, Poser, WordPress, AfterEffects, Microsoft Office, SVN

Secondary: Mudbox, InDesign, Illustrator, Torque, pureLight, World Machine 2, Perforce

Saint Cloud State University

B.S. Industrial Studies: Visual Communications

2010 - Nite Owl Award for excellence in late night broadcasting on KVMR FM
