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**Proficiencies:**

- Maya (8.5 - 2012)
- ZBrush (4R4)
- Headus UVLayout
- Photoshop
- draster NEX
- XNormal
- Marmoset Engine

**Experience:**

07/08-01/12 - **Sony Online Entertainment**, San Diego, CA

PlanetSide 2 - (PC) -(*In Production*)

Character Artist

Created characters, wearables, and wieldables for a AAA MMO. Mentored artists on development of next-gen asset creation pipelines and procedures.

Star Wars: Clone Wars Adventures - (PC)

Character Artist

Created characters, vehicles, wearables, wieldables, and props from the Star Wars universe for a AAA MMO. Created many original designs and concepts for characters and props that have become official Star Wars canon. Responsibilities included concept art, modeling, texturing, and weighting unique characters.

FreeRealms - (PC & PS3)

Character Artist

Created unique characters, wearables, wieldables, and concepts for a AAA MMO. Responsibilities included concept art, modeling, texturing, and weighting unique characters.

09/11-12/11 - **Art Institute of California - San Diego**, San Diego, CA

ZBrush Instructor

I brought 25 students through the process of creating hi resolution 3D models using Zbrush, retopologizing, texturing, and finally baking their texture maps for use in a next-gen game engine through an 11 week course.

04/08-07/08 - **Paleo Entertainment**, San Diego, CA

Drug Wars - (PC)

Character Artist

Worked on a next-gen game using the Crytek 2 engine. Responsibilities included concept art, modeling, texturing, normal maps, hi-res sculpting, facial animation and prop animation.

**Education:**

**The Art Institute of California: San Francisco**, San Francisco, CA

*Bachelor of Science: Game Art and Design, December 2007*

GPA 3.8 - Dean's List

Winner of Best Game Art Portfolio Fall 2007