

KARL RAADE

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Key Skills:

- Rapid creation of quality art assets: real-time and fully renderable models, PBR textures and shaders, characters, props, vehicles, in-game VFX, rigging, character animation, and modular UI elements
- Tailoring models and assets to match visual styles and efficient platform requirements: lowering draw calls, refining polycounts, optimizing UVs and shaders, and baking texture and lighting data
- Professional experience with a wide range of media and production technologies: AAA games, stereo-view/VR/AR, mobile games, educational software, film, broadcast video, and many game engines
- Managing production pipelines: directing external vendors, organizing schedules, updating documentation, organizing complex asset libraries, and maintaining consistent look for all assets

Career Highlights:

Visual Concepts (Take-Two Interactive)

Senior Environment Artist

6/2020 to 9/2023

Modeling, texturing, lighting/baking, rigging, design, white-boxing environments, in-game effects, motion graphics, asset management, and scene optimization for NBA2K franchise (X-Box, PlayStation, PC, Switch). Crafted and implemented game-ready assets and refined environments using Maya, Max, ZBrush, proprietary game engine, and studio tools. Lead development of several new levels and environments, working closely with designers while directing junior artists. Also prototyped additional project concepts and investigated reported issues that impacted gameplay.

- Worked with team to develop immersive environments while maintaining high frame rate and visual fidelity
- Further optimized character, environment, and lighting assets for various platforms
- Documented procedures and helped train new team members on use of proprietary software, best practices, and studio requirements for efficient and integrated artwork

Lexia Learning (Rosetta Stone)

3D Artist | Animator

10/2016 to 5/2020

Modeling, texturing, character animation, character rigging, in-game effects, motion graphics, and scene optimization for new game engine. Collaborated with small team to recreate existing art assets as real-time animated 3D sequences, and established production pipeline for use of modular characters and level geometry.

Imagine Learning

3D Artist | Animator

9/2014 to 7/2016

Modeling, texturing, animation, rigging, VR setup, level design, UX design, rendering, in-game VFX, art pipeline maintenance. Other priorities included organizing asset library, prepping and managing assets, plus streamlining existing models and textures to increase overall efficiency.

Maxis (EA)

Outsource Coordination Artist (contract)

5/2013 to 11/2013

Direction of external teams, modeling, texturing, animation, rigging, in-game VFX. Managed production, delivery, and implementation of assets from external vendors on aggressive schedule while providing feedback and reference materials. Other priorities included final polish with proprietary tools, creating LOD variations and alternate states, and integrating assets into game.

Backbone Entertainment

Artist | Generalist | Lead

7/2007 to 11/2010

Modeling, texturing, animation, rigging, level design, rendering, lighting, in-game effects, art lead. Created textured props, vehicles, characters, and digital landscapes for multiple game projects, occasionally leading a small team and managing outsource talent. Other priorities included tracking production, scheduling, documenting delivery requirements and techniques, and training junior artists.

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Toys For Bob (Activision)

Environment Artist | Technical Artist (contract)

7/2005 to 7/2007

Modeling, texturing, animation, rigging, digital landscaping, in-game VFX. Generated in-game assets and promotional materials for multiple AAA titles. Created natural and architectural terrain elements, characters, props, and blended assets naturally into game environments.

Lucas Learning/LucasArts (LucasFilm)

Senior Artist | Lead Artist

8/1998 to 5/2002

Modeling, texturing, animation, rigging, in-game VFX, concepts, level design, UX design, rendering, video editing, visual effects. Created detailed articulated models, textures, and pre-rendered sequences from sensitive concept art, assisted LucasArts, ILM, and GLEF with their workloads, managed small teams on multiple projects, and trained junior artists.

Digital Phenomena, Inc.

Senior Artist | Animator | TD | Lead (contract)

10/1995 to 7/1998

CG Mercenary: modeling, texturing, animation, rigging, 3D tracking, visual effects, video editing, compositing. Directed small teams of artists to create animation and visual effects for film, television, games, and print media.

Cyberlab 7 (Paramount Pictures)

3D Animator | TD | Team Lead (contract)

1/1995 to 8/1995

Modeling, texturing, animation, rigging, 3D tracking, rendering, visual effects, compositing. Produced special visual effects and animation for various feature film projects. Duties included realistic character animation, prop replacement, camera tracking, and planning approach for complex shots.

Autodesk, Inc.

Animator | Artist

6/1992 to 1/1995

Modeling, texturing, animation, rigging, rendering, visual effects, compositing. Created animated video sequences, and high-resolution print images for marketing, training, and showcasing new software features.

Education:

Memphis College of Art

3 years | Majored in digital animation, graphic design, and metal sculpture

Indianapolis Art League

1 year | Majored in illustration and graphic design.

Software Highlights:

Maya, Max, ZBrush, Blender, Substance Painter, Photoshop, Unity 3D, Unreal, Godot, World Machine, Gaea, After Effects, Premier, Illustrator, InDesign, BouJou, SynthEyes, V-Ray, Mental Ray, KeyShot. Managing production with Perforce, Jira, Tortoise SVN, Shotgun, MS Office, and other tools. Comfortable in both Windows and OSX environments, working on-site and remotely. Additional experience with countless plug-ins, renderers, proprietary and studio-specific game engines and tools. Currently expanding my experience with C++, photogrammetry, and modeling designs tailored for manufacture and 3D printing.