**Richard Larson**

RichardLarson.NET

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**Professional Summary:**

I am an artist that has focused my career on 3D commercial art. I have extensive experience in modeling, sculpting, shaders, and texturing. I pride myself at being a well-rounded 3D generalist with exposure to many software packages and aspects of the 3D art pipeline and I am adaptable to fluid production environments, and learn new skills quickly.

**Skills:**

Modeling, texturing, physics base rendering, lighting, shaders, materials, basic animation, rendering, basic rigging, and particle effects. I have extensive knowledge with functions in 3D software. Traditional art skills include drawing, painting, design, and digital photography.

**Software:**

3DS Max, Maya, Softimage, Zbrush, Mudbox, Adobe Creative Suite, Vray, Mental Ray, Substance Designer, and many other production packages.

**Work History:**

*Microsoft: Turn 10 through Aquent Forza Motorsports 7*

2017 Seattle, WA 98101

Updated the car assets to current spec. and fixed visual bug after vendor submissions*.*

*Microsoft: Turn 10 through Aquent Forza Horizon 3*

2017 Seattle, WA 98101

Expanded the material library to include more blemish, dirty and damaged materials to support the expanding “renegade” vehicle content.

*Microsoft: Turn 10 through Filter Talent Forza Motorsports 6*

2014 Seattle, WA 98101

Updated the games vehicle asset to the current spec, further enhance the materials library to make them more drag and drop with some flexible variables to give a more specific look without a lot of time investment. Continued educating vendor on new spec and optimized work flows.

*Microsoft: Turn 10 through Filter Talent Forza Horizon 2*

2013 Seattle, WA 98101

Corrected visual bugs after vendor submission, and update asset to current spec and visual quality of the game.

*Microsoft: Turn 10 through Filter Talent Forza Motorsports 5*

2012 Seattle, WA 98101

Educated and oversaw coworkers and vendors on texture and material submission for new propitiatory PBR work flow for vehicle asset. Created and corrected material that were more detailed and forward facing in the game. Some junior shader work when the need arise.

*Microsoft: Turn 10 through Filter Talent Forza Horizon*

2011 Seattle, WA 98101

Updated assets to conform to differing spec on divergent game engine with different performance requirements. Fixed visual bug, and improved visual quality on need per asset basis.

*Microsoft: Turn 10 through Filter Talent Forza Motorsports 4*

2010 Seattle, WA 98101

Development of Active Aero Wing animation, and art work flow for in game vehicles. I worked on the Forza franchise doing visual polish, asset creation, creating spec and quality control for the car assets. Communicate, maintain, and enforcing the game asset spec and quality bar for the vendors. Correcting game assets submitted by vendor that fell below the quality bar. Initial R&D for future implementation of the active suspension on vehicles.

*Microsoft: Turn 10 through Filter Talent Forza Motorsports 3*

2008  Seattle, WA 98101

Car, and Character modeling, texturing, rigging, and skinning. Car visual polish, asset creation, creating spec and quality control for the car assets. Communicate, maintain, and enforcing the game asset spec and quality bar for car assets from the vendors. Correcting game assets submitted by vendor that fell below the quality bar.

*Freelance Work*

2007-Present Seattle, WA 98101

Job Description: Illustration, and 3D graphics.

Duties: Occasional short term contract work doing illustration, graphics for TV or Games.

*Lustre Communications*

2004-2007 Seattle, WA 98101

Job Description: 3D generalist for broadcast TV shows and commercials.

I managed a small team of 3D animators and motion graphics designers under tight deadlines. Built 3D content for commercials, television series, and corporate videos. Responsible for the 3D creation pipeline. Clients included Microsoft, Auto Desk, Discovery Channel, Ford Motor Company, T-Mobile.

**Education:**

*Art Institute of Seattle*

Graduated 2003 Seattle, WA 98101

Studies: 3D animation and modeling, as well as traditional animation, design and illustration.

**References:**

Heidi Klinck:

I worked with Richard for about 7 years at Turn 10. He was always one of the top preforming artists. He was the guy you could count on to understand what needed to be done and make it happen. Not only that, he was always looking for ways to improve our process and give us better results. He never shied away from taking on extra responsibility and was always willing to help out junior team members. All in all, he is a very talented artist with a strong work ethic. I would have him on my team anytime.

Leonardo Lopez-Mobilia:

I have worked with Richard Larson for around 7 years and he has been an excellent asset to the team. He is a hard worker, has incredible input on the work we do and its always full of ideas on how to improve the workflow. He is very knowledgeable and a very quick learner. He has worked well in a team or by himself.

I would totally recommend him.

Rick Stefani:

I have worked with Richard at Turn 10 for the last few years. When I started at Turn 10 I was not new to the industry but the car production pipeline is very complicated and required a lot of tribal knowledge. Richard took his time and patience helping me learn the system. Richard has the ability to be both artistic and technical. His understanding of shaders and modeling is vast. He has the ability to establish efficient workflows. I feel he could land on his feet and thrive in any game or commercial art environment.