

Stephen Jobe
3D Artist
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SKILLS

SOFTWARE SKILLS

- Proficient in: Autodesk Maya, Autodesk 3ds Max, Pixologic Zbrush, 3D Coat, Substance Painter, Adobe CC, UE4, Unity 5, Marmoset Toolbag 3, X-normal, Perforce, Git

SOFT SKILLS

- 9+ years in interactive entertainment industry.
- Proven leadership skills in guiding a team to completing tight deadlines, setting best practices and guidelines.
- Risk Assessment/Management abilities.
- Identifying pipeline bottlenecks, and improvements to increase production speed.
- Capable of learning new technologies and teaching to other team members.

EXPERIENCE

Lead 3D Artist - Roblox Corporation – Roblox MMOG (Roblox Engine)

May 2016 - Present

- Created new guidelines for updated Avatar program (R15) to assist contract artists in creating new avatars, including similar guidelines for the User Generated Content platform deployed to millions of users in beta.
- Worked with Programming Leads to update the Avatar program (R15) with new mesh guidelines, allowing it to use a new universal and scalable rig. Retrofitted this system to update hundreds of existing avatars.
- Modeled and textured Avatars as part of the new system to establish the look of Roblox Avatars. Made detailed visual guides for quality, mesh extents, range of styles and to demonstrate the production pipeline to other artists.

Character Artist – Hi-Rez Studios - Jetpack Fighter iOS (Unity 4.5)

Sept 2014- May 2016

- Created 7 playable character models with multiple progression tiers, dozens of enemy bots, and assisted lead environment artist with creating assets.
- Collaborated with Tencent Games to produce characters that appeal to global audience.
- Developed supporting tech for 3D assets (FX support, shader creation, etc)
- Led the art team in planning, setting performance and best practices for developing for mobile in Unity.

- Created content templates for production and product support phases to ensure we could hit patch deadlines efficiently.
- Assisted concept artists in creating concepts for weapons and character progression.

3D Artist – HappyGiant LLC (Unity 4)

Dec 2012 - Oct 2014

- Created dozens of characters and varied environment models, and lit all levels for “Ninja Time Pirates”
- Worked closely with programmers/animators to balance asset quality with mobile performance.
- Collaborated with Phil Tippett’s Studio for unnamed project, using PBR material pipeline along with photogrammetry to capture Tippett's sculptures properly.
- Created all assets for service projects: Dolphin Paradise, Cool School, and Day in The Life
- Established Art Direction for several unnamed projects.

3D Artist - Roblox Corporation – Roblox MMOG (Roblox Engine)

Dec 2009 - Dec 2012

- Created models for Hasbro, Lego, Cartoon Network, Nickelodeon, Dreamworks and Disney promotions in Roblox.
- Worked with programmers to create “Roblox 2.0” customizable character models, and helped write documentation on the process to support other artists.
- Was closely involved with AD in development of current Roblox Style Guide and the transition to Xbox One.
- Modeled and textured roughly 2100 unique models since first employment.
- Helped manage a group of 4 other contract artists to produce even more assets.

3D Artist (Lead) - Pure Web Development, Inc. - Bobber’s World MMORPG (Unity 3D)

Sep 2007 - Dec 2009

- Led a team of 7 people to develop concepts, build assets, and import them into the game.
- Handled an array of tasks like modeling primary assets, scripting shaders, and game balance.
- Developed several levels, and assisted with asset production in others.
- Guided team to developing a solid, singular vision through-out games design.
- Assessed features for risks and benefits to ensure the game was developed on time.

EDUCATION

Art Institute of Atlanta

Oct 2002- Dec 2005

BFA, Media Arts and Animation