

Resumé of Toph Gorham

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Work Experience:

2006 - Present : Art Director / Concept Artist / Texture Artist, Smart Bomb Interactive Concepted vehicles, buildings, environments and characters for "Snoopy vs. the Red Baron," which was released on PS2, GameCube, PSP & PC. I was responsible for developing the texture style of this game and when it was released, the artwork received many positive reviews.

I developed the original idea for "War Grunts," a real time strategy game for the Wii. I concepted the vehicles, characters and overall style of the game, working closely with the programmers to fully develop the design and gameplay. I also served as art director, overseeing the creation of 3D models by my modeling team. I worked to make sure the assets were produced quickly, as well as having them match the style of the game so that they were faithful to the original concepts.

I worked as art director on "Snoopy Flying Ace," an Xbox 360 game scheduled for release in the last quarter of 2009. I developed the style of the game by creating a look for it, drew extensive concept artwork which covered all visual aspects. I oversaw the development of all assets used in the game, then devised several new methods for creating normal maps, relief and parallax maps which were simpler, faster and more dynamic than previous methods. The look of this game is closely based on the style I developed, and all other concept work for the game was tailored to match this style.

Throughout my time working at Smart Bomb, I've taught various classes to the art team covering many applicable aspects of art including concepting, texture painting, and various methods for the creation of normal and relief maps.

Also during my employment with Smart Bomb, I've used available time to develop new game ideas by creating original artwork to inspire the look and feel of the game, and I've also written several design documents.

2004 - 2005 : Texture Artist, Omaton Painted textures and worked with shaders and UVs for characters and environments in "The Barnyard," a 3D animated feature film released in October, 2006. Responsible for texture work on main characters Dag the Coyote and Mr. & Mrs. Beady, as well as several supporting characters. Also responsible for texture work on many of the more detailed rusted-out and distressed vehicles in the movie.

2002 - 2004 : Artist, Crystal Dynamics Responsible for environmental concept art, environment modeling, texture painting, and environmental animation for "Whiplash," a platform game for PS2 and Xbox. Later I worked as a primary concept artist on "Tomb Raider: Legend."

2000 - 2002 : 3D Artist, Blizzard Entertainment Responsible for creation of concept art, construction of 3D models and painting texture maps for the massively multiplayer online roleplaying game "World of Warcraft."

1999 - 2000 : Computer Animator, Netter Digital Entertainment Animated and delivered a couple hundred finished shots on a demanding deadline schedule for the 3D animated science fiction series "Dan Dare." Created combinations of spacecraft shots, explosion and special effects shots, but most notably character-heavy shots. Also did some object modeling for the show. During this time I also took on and completed various freelance jobs including special effects shots and spacecraft animations for "Troops 2," sequel to the Star Wars parody "Troops."

1995 - 1999 : Character Artist, Walt Disney Company Made drawings for Disney standard character products (Mickey Mouse, Donald Duck, Goofy, etc.). Conceptualized product designs and ideas. Worked on concepts for "Disney's Dinosaur" product ideas, and drawings for Dinosaur-related products. Also did drawings for other product lines.

Applicable Skills:

- Strong drawing ability- equally capable in drawing interior & exterior environments, characters, vehicles & other objects from my imagination.
- Extensively fluent in Photoshop.
- Ability to paint digital paintings primarily in Photoshop but also in Painter.
- Diffuse Texture painting for 3D objects and environments in Photoshop and Painter.
- Normal Map Texture painting for 3D objects and environments from scratch in Photoshop or also creation in ZBrush & Crazy Bump. Also the ability to create relief or parallax maps.
- UV Mapping.
- Shader work ability, and the ability to put together a shader network.
- CG modeling of characters, mechanical objects and organic objects, both high and low poly.
- CG modeling of game environments.
- CG character animation.
- Sprite creation and pixel animation. Pixel characters and environments.
- Fluent in Photoshop, Painter, Softimage, Maya, 3DS Max, Lightwave, Zbrush, Mudbox & CrazyBump.

References available upon request.