

Toph Gorham – Hands-On Art Director

mail: 1401 South 2100 East
Salt Lake City, Utah 84108

phone: (801) 582-0141

email: tophgorham@hotmail.com

Please Visit My Online Demos:

www.tophgorham.com

www.artstation.com/artist/toph

www.linkedin.com/in/tophgorham

- * Art development experience on several AAA titles such as “StarCraft II”, “Halo 4”, “World of WarCraft”, “Donkey Kong Country: Tropical Freeze”, Blizzard's “OverWatch”, “Tomb Raider: Legend”, “Warhammer 40,000: Dark Millennium Online”, “WarCraft” film by Universal Pictures Directed by Duncan Jones.
- * Drawing: Interior & exterior environments, characters, vehicles & other objects from imagination, Texturing: diffuse texture map and normal map painting, Ability to create relief maps or parallax maps. UV Mapping and shader network construction.
- * 3D Modeling: Characters, game environments, mechanical objects and organic objects, both high and low poly. 3D Character Animation.
- * Pixel Art: Sprite creation and animation of characters and environments for 2D games.
- * Software: Photoshop, Painter, Maya, 3DS Max, Softimage, Lightwave, ZBrush, Mudbox, CrazyBump, Perforce and Hansoft.
- * Strong leadership abilities. Able to make quick decisions on aesthetics to improve the direction of the game. Considerable experience working with artists under my leadership.
- * Good communication ability and able to create a vision for the artistic direction of a game.
- * High level of mentorship. Ability to teach artists both junior and senior to improve their abilities and their competence. Experience in teaching art classes to students and to team members.
- * Able to grow an art team, conduct interviews, identify talent.

Art Director, Gameloft New Zealand (June 2014 – Present)

Led a team of 60 character artists, environment artists, animators, concept artists & UI artists for the completion of various F2P iOS game projects. “Country Friends”, “Ice Age: Avalanche”, “Ice Age Adventure”, “Seven Seas”, “Nova 4”, “Pastry Paradise” and “Larger Than Life”.

- * Grew the art team of Gameloft in numbers and in competence
- * Taught several classes to the art staff on drawing and design fundamentals to improve their abilities
- * Established styles on various projects, then saw those projects through to completion, maintaining a strong cohesive style that resonated among critics and players
- * Led the team through daily drawings and drawovers to guide the look of various projects. Providing visual targets for the various artists
- * Conducted candidate interviews and selected the best available artists to join our team. These artists were highly effective contributors to our projects
- * Conducted employee reviews. Found opportunities for artists to improve themselves throughout the studio
- * Established the initial art team for Gameloft Brisbane in Australia

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Contract Game Art Services, Toph Gorham (Aug 2009 – Dec 2015)

- * Client: **Blizzard Entertainment (May 2013 – May 2014)** - Concept art for Pre-rendered and in-game cinematics & cinematics for various unannounced projects in addition to “StarCraft II: Legacy of the Void”. Concept art for “WarCraft” June 2016 film from Universal Pictures Directed by Duncan Jones. Concept art for “Overwatch” cinematic trailer.
- * Client: **Retro Studios (Mar 2012 – Jan 2013)** - Created concept art for various environments, characters, buildings, props, etc. for “Donkey Kong Country: Tropical Freeze” (platform game for Wii).
- * Client: **Certain Affinity (July 2011 – March 2012)** - Created concept art for various environments, machinery, buildings, tech, etc. for the multiplayer game “Halo 4”.
- * Client: **Vigil Games (Aug 2009 – Nov 2010)** - Created concept art establishing the look of various elements in the game such as environments, vehicles and machinery for “Warhammer 40,000 Dark Millennium Online” (massively multiplayer online role-playing game).
- * Client: **KingsIsle Entertainment (Jan 2013 – May 2013)** - Created concept art for various environments, tech, vehicles & spaceships, buildings, weapons, etc. for online virtual worlds: “Wizard 101” & “Pirate 101”.
- * Client: **Red Fly Studio (Jan 2011 – June 2011)** - Created concept art for various environments, worlds, machinery, vehicles, robots, etc. for an untitled Darth Maul-themed Star Wars Action Game.
- * Client: **Pixelart Games Academy url <https://www.facebook.com/PixelartGamesAcademy/> (Dec 2015)** - Taught courses in drawing with a focus on line quality, design & game development.
- * Client: **Kazone Art Academy url <http://www.kazoneart.com/> (May 2013 – May 2014)** - Taught courses in drawing with a focus on perspective, composition, line quality & design.

Smart Bomb Interactive (May 2006 – June 2009)

Art Director - “Snoopy Flying Ace” (combat game Xbox 360), “War Grunts” (RTS game for Wii).

- * Developed the original idea and created extensive concept art (vehicles, characters) establishing the overall look and visual style of the games.
- * Oversaw the development of accurate and timely game assets.
- * Devised several new methods for creating normal, relief, & parallax maps that were simpler, faster & more dynamic than old methods.
- * Worked closely with the programmers fully to develop the design and gameplay.

Concept & Texture Artist - “Snoopy vs. the Red Baron” (combat game for PS2, PSP and PC).

- * Created concept art for vehicles, buildings, environments and characters.
- * Responsible for developing the texture style of game, which received many positive reviews.

Other Accomplishments:

- * Developed new game ideas with original artwork to inspire the look and feel.
- * Wrote several game design documents.
- * Taught classes for the art team covering many applicable aspects of game art such as concepting, texture painting and methods for creating normal and relief maps from scratch.

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Texture Artist, Omaton (July 2004 – Dec 2005)

“Barnyard” (3D animated feature film)

- * Painted textures and worked with shaders and UVs for characters and environments.
- * Textured main characters Dag the Coyote and Mr. & Mrs. Beady, as well as several supporting characters.
- * Responsible for texture work on many of the more detailed rusted and distressed vehicles in the movie.

Concept Artist, Crystal Dynamics (2002 – July 2004)

“Tomb Raider: Legend” (platform game for PS2, PSP, PC, Xbox and Xbox 360) and “Whiplash” (platform game for PS2 and Xbox).

- * Responsible for environmental concept art, environment modeling, texture painting, and environmental animation.

3D Artist, Blizzard Entertainment (2000 – 2002)

“World of Warcraft” (massively multiplayer online role-playing game).

- * Responsible for creation of concept art, construction of 3D models and painting texture maps.

Computer Animator, Netter Digital Entertainment (1999 – 2000)

“Dan Dare” (3D animated science fiction series).

- * Animated 200+ finished shots on a demanding schedule.
- * Created combinations of spacecraft shots, explosion and special effects shots, but most notably character-heavy shots.
- * Responsible for modeling various 3D objects.

Character Artist, Walt Disney Consumer Products (1995 – 1999)

- * Created drawings for Disney standard character products (Mickey Mouse, Donald Duck, Goofy, etc).
- * Worked on concepts for “Disney's Dinosaur” product ideas and drawings for Dinosaur-related products.
- * Conceptualized product designs and ideas for other product lines.

References Gladly Provided Upon Request