

# J. Ross Story

JRossStory@gmail.com

My portfolio can be viewed at: [www.jrossstory.com](http://www.jrossstory.com)

## Overview

Seasoned 3D artist and programmer with three shipped titles, proven leadership ability, extensive communication and presentation experience, and a unique combination of both artistic and technical skills.

## Skills/Technical Abilities

### **General Skills:**

- 3D Art and Animation
- Programming and Scripting
- Realtime Visual Effects
- Internal Tools Development
- Project Management
- Team Management
- Interactive and Game Design
- Teaching and Presentation
- Video Production, Effects, and Editing

### **Programming:**

C#  
C++  
Objective-C  
HLSL/Cg  
MaxScript  
ActionScript 2.0/3.0  
UnrealScript  
HTML/XML/CSS

### **Art/Animation:**

3D Studio Max  
Lightwave 3d  
Photoshop  
Illustrator  
AfterEffects  
Premiere  
Flash  
Dreamweaver

### **Game Engines/Other:**

Unity 3D  
Unreal 3 / 4 / UDK  
Cocos2D  
Box2D  
Torque Game Engine  
Microsoft Office

## Experience

### **Technical Art Director**

*Simutronics*, Maryland Heights, MO

(03/15 - Present)

- Establish development pipelines to ensure consistency and technical suitability for art assets.
- Evaluate tools and techniques for content creation.
- Collaborate with programming and design teams to ascertain content requirements.
- Manage a team of six digital artists.
- Organize tasks and assign them to art team members.
- Track progress on all art tasks to ensure content is delivered on schedule.
- Review all content during implementation to maintain adherence to guidelines.
- Interact with outside publishing partners to effectively develop marketing materials.
- Interview and hire artists for full-time and internship positions.
- Perform all the tasks from my Technical Artist position below.

### **Technical Artist**

*Simutronics*, Maryland Heights, MO

(04/12 - 03/15)

- Write code in C# for gameplay mechanics and effects.
- Develop tools for artists to facilitate an efficient workflow in both 3ds Max and Unity.
- Prototype new features and evaluate their viability for production.
- Design and implement visual effects for games using particle systems, C#, custom shaders, and animation.
- Rig, skin, and animate characters with 3ds Max.
- Integrate animated characters into games via node-based animation systems and coding with C#.
- Enhance UX through interface design, animation, and effects for increased user feedback.
- Arrange lighting for environments in Unity using realtime lights and lightmapping.

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## **Program Director**

*Sanford-Brown College*, Game and Web Design Department, St. Peters, MO

(09/06 - 04/12)

- Taught numerous Game Design, Digital Media, and Programming classes.
- Responsible for day-to-day operations for Game and Web Design Department.
- Scheduled students' classes and handled individual student issues.
- Hired instructors for Game Design and IT classes.
- Performed faculty evaluations to ensure teaching standards were met.
- Coached faculty on teaching techniques and classroom activities.
- Updated and enhanced curriculum for Game and Web Design program.
- Maintained compliance with accreditation regulations.
- Held advisory board meetings with local professionals to further develop the program.

## **Adjunct Game Design Instructor**

*Sanford-Brown College*, Game and Web Design Department, St. Peters, MO

(03/06 - 09/06)

- Developed lesson plans and syllabi.
- Delivered lectures and directed hands-on lessons.
- Taught 3D Animation, Flash, Interactive Media Design, Game Design, and Digital Imaging.
- Also taught basic computer courses on Microsoft Office applications.

## **Adjunct Design Instructor**

*Ozarks Technical College*, Art and Design Department, Springfield, MO

(01/04 - 12/05)

- Developed lesson plans and syllabi.
- Delivered lectures and directed hands-on lessons.
- Taught 3D Animation and Web Graphics.

## **Education**

**Bachelor of Science, Electronic Arts - Computer Animation Track**

(12/03)

**Missouri State University -- Springfield, MO**

*Awards and Honors:*

- Graduated Cum Laude, GPA: 3.61
- SMSU Board of Governor's Scholarship
- SMSU A&D Scholarship
- Dean's List 1999-2003
- 2nd Place BEA Film Festival for animated short