

**WILLIAM KIDWELL**  
**10430 Morado Circle #1820**  
**Austin, TX 78759**  
**818-304-4629**  
[bthekid3d@gmail.com](mailto:bthekid3d@gmail.com)  
**ONLINE DEMO: [www.bthekid3d.com](http://www.bthekid3d.com)**

## **WORK EXPERIENCE**

### **Disney Online Studios** **Freelance Artist**

*Feb 2008-Oct 2008*

*Contracted by Disney Online Studios to perform various technical art tasks for DisneyGame Kingdom Online.*

*I was tasked to assist the video production artist with asset acquisitions.*

*This included reverse engineering .swf files to extract Flash layer data. Once the Flash layers were accessible, I was able to provide animation renders for the various online characters, resolution independent.*

*I created an alpha check sub routine using after effects before passing the assets to the video post.*

*I also performed a lot of audio post work using Quicktime Pro and Sony Vegas.*

*All the audio was leveled, looped, and mastered for the online ambient sounds.*

*I provided the setup and execution of game captures for Disney's Online games under the direction of the video post artist.*

### **Rockstar Games San Diego, CA**

#### **3D Artist**

*Oct 2003-Feb 2008*

*Hired as 3d artist to work on all **next gen** in house titles: **Red Dead Redemption** (to be announced), **Midnight Club 4 Los Angeles**.*

*Also worked on prior franchise titles in house.*

**Midnight Club 3 Dub Edition, Midnight Club 3 Remix.**

*General 3d artist on **Midnight Club 4 Los Angeles**.*

*Responsible for creating **next gen** city structures, lighting, and creation of **next gen** ambient vehicles for the vehicle team (ambient vehicles and after market kits).*

*Worked closely with technical artists, designers, and the audio department to define and implement new **next gen** proprietary prop system.*

*Modeled, textured, rigged, and troubleshot props during code development of system. Also created reference contact sheets detailing props to the team, and trained designers on the prop system.*

*Created "how to" documentation for prop pipeline and troubleshooting tips.*

*Also trained/assisted other artists on using various Maya/**next gen** pipeline techniques; Photoshop techniques.*

*Environment artist and terrain artist on **Red Dead Redemption**. Created models for **next gen** environments and terrain tiles derived from 16 bit DEM data files for Red Dead Revolver 2 using Photoshop and Maya's mental ray displacement. Extensive knowledge of 16 bit image processing in Photoshop and data*

extraction/conversion from DEM data tiles from USGS.

Lighting artist for **Midnight Club 3 DUB Edition** and **Midnight Club REMIX** using proprietary lighting engine.  
Reworked and remodeled many assets for both titles to facilitate lighting needs.  
Also worked as a lighting artist on **Midnight Club REMIX**.

## **Disney Interactive**

**Freelance Artist**

Mar 2003-Oct 2003

Contracted by Disney Interactive's Princess Production team to create navigation UI elements for **Disney Princess: Royal Horse Show CD-ROM**. Created global navigational interface while adhering to strict style guidelines. Assisted with visual asset implementation and game design.

## **Viewpoint Data Labs/ Hewlett-Packard/ Idea Integration**

**Freelance Artist**

Nov 2002-Feb 2003

Contracted by Idea Integration to work with HP and Viewpoint Data Labs to publish online 3d content for consumer demos and other collateral material.

## **Disney Interactive**

**Freelance Artist**

Feb 2001-May2001

Contracted by Disney to create 3d animations for **Disney Magic Artist Studio Deluxe**.  
Created 3d models and animations in 3dsmax and After Effects to be used as part of a suite of items available in the Image Hose tool. All sprites were modeled from photo references provided by Disney.

## **3DO**

**3D Artist**

2000- 2001

Hired on to create real time, low polygon, 3d assets for first generation PS2 titles **WDL WarJetz** and **Dragon Rage**.

Created low polygon conceptual models for **Dragon Rage**.  
Assisted Lead artist on technical issues involved with the current rendering engine and restrictions on asset generation.

Created buildings, terrains, debris states, and shadow models for 3 levels in **WarJetz**.  
Also repainted textures, re-optimized many existing models, and assisted on many technical issues relating to the operation of 3dsmax, After Effects, and Premiere for other artist on the team.

Responsible for porting PS1 models and environments to PS2 and modeling new buildings and vehicles. Also assisted other new artists with technical issues in 3ds Max for production.

## **Sapient** (formerly Human Code)

### **3D Artist**

1996- 2000

*One of three 3dartists hired in the Consumer Business graphics department (B2B). Created 3dmodels, and motion graphics for interactive cdrom disks, kiosks, and PC based games. Responsible for all aspects of production including asset timelines and production budgets.*

*Created full high poly 3d environments for **Mickey Saves the Day**, children's adventure game. Environments included Mickey's House (exterior) Minnie's House (interior), Toontown Park Gazebo and Toontown's Candy Store interior. Other items included creation and clean-up work for a variety of sprites used in several mini-games for this title.*

*Created high polygon models and environments for Marketing **CD-ROM** titles for international business clients such as **Motorola, Halliburton Inc., AMD, Intel, Compaq, and IBM.***

*Duties also included compositing and keying in After Effects, cutting and editing business content footage in Premiere, processing game ready assets through existing game pallets, and meeting directly with clients. Also projected asset creation for current budgets and acted as technical assistant on applications such as 3dsmax and After Effects.*

## **Event Horizon Studios LLC**

1994-1996

*Modeler and general artist. Created sprites, texture maps, and cut together animated sequences for cinematics for a cancelled project entitled **Dead Space**. Worked with Photoshop, After Effects, Premiere, Softimage, Smacker, Debabelizer and Shade Pro for Macintosh.*

## **SOFTWARE TOOLKIT**

### **3d Applications**

*Maya  
Mudbox  
UV Layout  
Topogun  
3ds Max  
REALVIZ Image Modeler  
Softimage  
Sketch Up*

## **Image Processing**

*Photoshop  
REALVIZ Stitcher  
Illustrator*

## **Post Applications**

*After Effects  
Sony Vegas  
Combustion  
Quicktime Pro  
Premiere*

## **Interactive/Compression**

*Media Cleaner  
Debabelizer  
Smacker  
Golive*

## **ADDITIONAL SKILL SETS**

*Exceptionally skilled in Microsoft operating environments. Worked in development environments for PS1, PS2, XBox, XBox 360 and PC. Experienced with creating multiple boot systems, RAID setups, and creating turnkey systems.  
Also proficient with Macintosh environments.*