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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** (April 22, 2010), **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 and 32 bit image processing in Photoshop and data extraction/conversion from **DEM, SRTM, and NED 1/3-3** second arc data tiles.*

*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.*

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.*

SOFTWARE TOOLKIT

3d Applications

Maya
Mudbox
UV Layout
Topogun
Sketch Up Pro

Image Processing

Photoshop
Illustrator

Post Applications

After Effects
Sony Vegas
Combustion
Quicktime Pro
Premiere

Interactive/Compression

Media Cleaner
Debabelizer
Smacker