

# Tim Diaz

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## SKILLS

- 3D Studio Max
- Modo
- Maya
- Substance Designer
- Substance Painter
- Photoshop
- Quixel
- Zbrush
- Keyshot
- Vray
- Unreal 4

## EMPLOYMENT HISTORY

**Microsoft (343 Industries), Kirkland, WA**

**March 2013 – Present**

Senior Environment Artist

*HALO 5: Guardians (Xbox One)*

- 3D modeling and texturing using 3DS Max, Maya, Substance Designer and Photoshop
- Main environment artist on Breakout maps and also helped create the look of the Breakout pallet.
- Helped lead a group of artists, as well as managed art direction with outsourcing companies on the Breakout maps.
- Map lead on 2 unannounced multiplayer maps directing other artists with style, environment art, as well as managing schedules and deadlines.
- Worked closely with design, FX, audio, and skybox teams to turn block-out geometry and ideas into full, finished products.
- Technical art, such as LODs, collision, performance and memory optimization.

**Microsoft (343 Industries), Kirkland, WA**

**Feb 2011 – March-2013**

Technical 3D Environment Artist

*HALO 4 (Xbox 360)*

- Created the size of play spaces, as well as set up streaming in parts of the level, controlling pre-loads and drop outs, controlling fields of view for rendering, and keeping track of memory budgets and data. Worked with lead artists and designers to ensure that their vision was achieved.
- 3D modeled using Maya, Max, Zbrush, and 3D Coat to create set pieces, as well as optimize others' art.
- Textured props in Photoshop, as well as fixed and optimized textures.
- Created custom materials that were aesthetically pleasing, as well as functioned in an optimal way in-game.
- Created FX and post-process passes, which enhanced lighting, bloom, and camera exposures.
- Animated hard surface and organic props by hand, as well as utilized dynamic and physics packages.
- Used Havok, as well as Havok debugging software, for in-game assets.
- Helped and led others with pipeline and in-house techniques.
- Created new ways to help keep game optimized and at maximum performance.

## Education

**The Art Institute of California – Los Angeles, Santa Monica, CA**

- Bachelors of Science Degree in Game Art & Design

## Awards

- 3D Total Award for Excellent Artistry on "Spider Crane."