

**ADDRESS**

1536 Sacramento St.  
Berkeley, CA 94702

**PHONE**

(425) 246-0220

**WEBSITE**

[www.eywong.com](http://www.eywong.com)

**EMAIL**

e\_y\_wong@hotmail.com

# EUGENE WONG

I am a 3D Artist, Art Lead, and Art Director with 19 years of game development experience on console, PC, and mobile platforms. I am a hands-on leader and a seasoned individual contributor- skilled at creating high-quality 3D assets in a range of game engines. I am an expert at managing internal and outsourced groups, defining efficient content creation workflows, and collaborating with engineers to develop pipelines and tools. I've successfully built and led large and small art teams on many AAA games based on both original and licensed IPs. I'm obsessively passionate about creating inspirational and immersive 3D worlds.

---

## EXPERIENCE

---

**3D ART DIRECTOR**

Zynga  
2016-2017

*Farmville: Tropic Escape (iOS, Android, Kindle)*

- Launched new mobile, tropical themed Farmville title
- Created 3D assets and provided in-game visual polish in Unity
- Implemented standardized 3D content creation processes and workflows
- Directed visual assets for marketing, social, and community channels
- Provided outsourced teams with asset briefs, documents, and feedback
- Managed careers of 10 animators, concept, 3D and technical artists

**3D ART DIRECTOR**

WGT Media  
2015-2016

*WGT Baseball (iOS, Android, Kindle)**WGT Golf (iOS, Android, Kindle)*

- Launched new mobile game based on the official MLB license
- Modeled and textured UI assets and in-game 3D content
- Designed and implemented UI screens in Unity
- Prototyped and implemented in-game VFX and UI animations
- Directed website updates and marketing assets
- Managed careers of 3 internal 2D production artists

**3D ART DIRECTOR**

Electronic Arts (MAXIS)  
2009-2015

*SimCity 2013 (PC)**Darkspore (PC)**Unannounced Prototypes (PC, Mobile)*

- Modeled and textured benchmark 3D assets for multiple titles
- Designed, dressed, and lit 3D game environments
- Spearheaded graphics engine, tools, and level editor development
- Established and documented asset creation workflows and processes
- Provided training, briefs and feedback to 2 OS teams totaling 50+ artists
- Managed careers and schedules of 4 internal 2D and 3D artists

**3D ENVIRONMENT LEAD**

LucasArts  
2007-2009

*Indiana Jones and the Staff of Kings (X360, PS3)**Star Wars: The Force Unleashed Ultimate Sith Edition (X360, PS3)*

- Modeled and textured environment buildings, vehicles, and props
- Designed, dressed, and lit 3D game levels
- Collaborated with ILM central tech team to develop shared level editor
- Provided asset briefs and art direction to 1 overseas outsource group
- Managed careers and schedules of 8 internal 3D artists

### **3D ENVIRONMENT LEAD**

Microsoft Game Studio  
2002-2007

*Forza Motorsport 1 (XBOX)*

*Forza Motorsport 2 (X360)*

- Involved in early prototype and launch of Sony's Gran Turismo competitor
- Established high production values for in- game track art
- Designed, modeled, textured, and lit 3D track environments
- Liaised with engineering to drive graphics engine and tools development
- Managed content outsourcing and provided direction to 2 3D art vendors
- Managed careers and schedules of 20 internal 3D environment artists

### **3D ARTIST**

Electronic Arts, Seattle  
1998-2002

*Need for Speed: Hot Pursuit 2 (PC, NGC, XBOX)*

*Motor City Online (PC)*

*Need for Speed: High Stakes (PC)*

*FIFA 99 (PSX)*

- Designed, modeled, and lit real- world and fictitious stadium and race tracks environments
- Modeled and textured real- world cars

---

## **EDUCATION**

---

### **UC BERKELEY**

1994-1998

*B.A. Architecture- High Honors*

---

## **SOFTWARE**

---

### **MODELING/ TEXTURING**

Maya  
Photoshop  
3DSMAX  
Mudbox  
Substance

### **GAME ENGINES**

Unity  
Unreal Engine 4  
CRYENGINE  
Marmalade

### **PRODUCTIVITY**

Illustrator  
Perforce  
Excel  
Shotgun  
Concept Share  
Atlassian Jira  
Confluence  
Wiki