

JOHN "JAY" SUSUICO  
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## EXPERIENCE

### **Toys For Bob**

**Associate Character Artist (contract), February 2018 - September 2018**

#### **Spyro Reignited Trilogy**

- Sculpted small background characters.
- Created low-poly meshes and UVs.
- Baked necessary maps from high to low-poly meshes.
- Painted textures for characters.
- Checked incoming characters to ensure standard of quality.
- Ensured naming conventions on characters and files were correct.
- Adjusted low-poly meshes on incoming characters according to character lead and rigging specifications.
- Adjusted textures for incoming characters according to art director feedback.
- Exported static meshes into the engine.
- Connected proper materials and maps to characters in the engine.
- Adjusted capsules on physics assets to create indirect shadows for characters in game.
- Played through levels calling out art related bugs.
- Created proxy models for unannounced game.

### **Telltale Games**

**Character CG Generalist, November 2015 - November 2017**

**The Walking Dead: Michonne (Episodes 1 - 3)**

**The Walking Dead: A New Frontier (Episodes 1 - 5)**

**Batman: The Telltale Series (Episodes 1 - 3)**

**Marvel's Guardians of the Galaxy: The Telltale Series (Episodes 1 and 4)**

**Batman: The Enemy Within (Episodes 1, 3 - 5)**

- Sculpted damage states for characters.
- Created low-poly meshes and UVs.
- Adjusted mesh topology as needed on pre-existing characters.
- Baked necessary maps from high to low-poly meshes.
- Painted textures and detail line maps for characters and damage states.
- Created skin and clothing color variants for kit characters.
- Painted out problem areas in baked maps and textures.
- Created specular and gloss maps using layered diffuse textures.
- Tuned maps so that materials had the proper look in engine.
- Organized kit character pieces into individual characters.
- Baked down kit characters to reduce impact on engine.
- Set up and connected shaders with proper maps to meshes.
- Exported characters into the engine.
- Fixed character art related bugs.
- Updated character reference pages.

### **nprf, Inc.**

**Freelance Modeler, November 2014 - February 2015, April 2015**

#### **Adventure of Nom**

- Modeled and textured 6 low-res creatures for mobile game.
- Upgraded 25 models and textures to increase in-game fidelity.

## **Hangar 18 Miniatures**

### **Freelance Modeler, March 2014 - September 2014**

- Modeled a pin-up girl for production of miniature figurine.
- Modeled foreground elements and a relief background for the figure.

## **LucasArts, A Lucasfilm Entertainment Company**

### **Art Intern - Star Wars 1313, March 2012 - August 2012**

- Created and managed a reference/style guide containing over 25K plus images for use in the Art Department.
- Participated in, took notes, and provided feedback in daily art reviews.
- Gathered references of asset materials for characters, environments, props, and vehicles.
- Designed layouts for concept art displays.
- Created model breakdown sheets for use by various artists and departments to ensure accuracy of the character/asset to be used in the next phase of production.
- Designed UV callouts and outsourcing materials sheets for overseas production teams.
- Modeled proxies for background and droid characters for use in in-game testing.
- Created UVs of models for use by texture artists.
- Participated in Jedi Academy events including speaker series and team building events.

## SKILLS

**Software:** Maya, Zbrush, Photoshop, Mari, Painter, Topogun, xNormal, CrazyBump

**Traditional:** Drawing, Sculpting, and Painting (oil and gouache)

## EDUCATION

**Academy of Art University**, San Francisco, CA

*School of Animation and Visual Effects*

Bachelor of Fine Arts, Animation, *Emphasis 3D Character Modeling*

**Kapiolani Community College**, Honolulu, HI

Associate of Science, New Media Arts, Animation

**Art Institute of Pittsburgh**, Pittsburgh, PA

Associate in Specialized Technology, Visual Communications