

Kenneth Andrew Lammers
Character Modeler /
Technical Artist

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Summary of Qualifications:

- ❑ Experienced working with large teams in a production environment, organizing schedules and task lists for teams up to 14 people, and strong communication skills.
- ❑ 8 years of professional games development on platforms such as the Xbox 360 and the PS2 as a concept artist, modeler, texture artist, and a technical Artist.
- ❑ Proficient in Maya, Silo, Modo, Photoshop, Zbrush 3.1, ImageModeler 4, Vtour, Unity, XNA, MapZone, ImageSynth, Torque Game Engine, ShapeShop, CrazyBump, Virtools, Mental Mill, Strata Photo 3D, Ultra Edit, Edit Plus, Torsion Script Editor, FaceGen, Excel, Power Point, and Word.
- ❑ Strong skills in high poly and low poly modeling, character setup, texturing, 3D scanning, photogrammetry, Mel Scripting, JavaScripting, TorqueScripting, and performance capture.
- ❑ Knowledge of Real Time shader architecture in Maya and in game development.
- ❑ Trained in traditional art skills such as: Life drawing, Painting, Sculpture, and 2D Animation.
- ❑ Experience with XNA/C#, the Torque Game Engine, the Unreal 3 game engine, The Crytek game engine, and the Unity Game Development platform.

Related Experience:

Senior Artist

Surreal Software

Seattle, WA

Jan 2008 – Present

- ❑ Senior Character artist Tasked with developing characters for an open world game. Responsibilities include Modeling, Zbrushing, Texturing, Rigging, and implementing in to the Unreal 3 game engine.
- ❑ Tasked with the challenge of implementing a streamlined procedural texturing pipeline utilizing the latest in Allegorithmics products.

Art Director

Activision Publishing

Santa Monica, CA

March 2005 – Dec 2007

- ❑ Senior Character artist in charge of a consistent team of eight that develops and researches new pipelines for game development within the Central Art division at Activision. Worked with co-workers to develop Activision's 3D scanning studio and photogrammetry pipelines. I have worked on individual projects, cinematics, and rapid prototyping techniques for game development.
- ❑ My current work focuses on the development of next generation asset creation techniques utilizing some of the latest technologies available. This work involves Image based acquisition techniques, 3D scanning hardware and software development, rapid prototyping of assets, and rapid game development.

- ❑ **Modeling:** James Bond(Treyarch), World Series of Poker 2006(Left Field), Call of Duty 3(Treyarch), Company Technology Demo characters(Activision), Spiderman Tech Demo(Activision), Madagascar 2 (Toys For Bob), Spiderman 3 (Treyarch), Shrek 3 "The Game" (Seven Studios), James Bond "Casino Royale" (Treyarch), Upcoming Spiderman Game (Shaba Studios), Wolverine (Raven Studios), Singularity(Raven Studios).
- ❑ **Scan Technician:** James Bond(Treyarch), World Series of Poker 2006(Left Field), Call of Duty3(Treyarch).

Character Modeler

LifeSim, LLC **Redmond, WA** **October 2004 – March 2005**

- ❑ Responsibilities included creation of Character Models for an up and coming next generation title. I worked to develop a streamlined character process for the development of next generation characters for the Crytek Game Engine.

Character Modeler

Microsoft Games Studio **Redmond, WA** **November 2001 – October 2004**

- ❑ *NHL Rivals 2004*- Modeled all Players and all NPC's, wrote scripts to streamline and expedite production, developed all facial animation, weighted each model and built functional LOD's.
- ❑ *Inside Drive*: Built high resolution crowd models including textures, created lighting and rendered models out for use in the game.

Texture Artist

Contractor Microsoft **Redmond, WA** **October 2000 – November 2001**

- ❑ *NFL Fever*: Developed textures for the player models, textures for accessories, and textures for the NPC's.

Intern

Surreal Software **Seattle, WA** **July 2000 – October 2000**

- ❑ *Drakken 2 and Gunslinger*: Weighted player models and NPC's in Softimage.

Storyboard Artist

Independent Project **Seattle, WA** **1999**

- ❑ Created Storyboards for an independent music video directed by a professor at the Art Institute of Seattle by converting the original script into storyboard format.

Education:

Art Institute of Seattle **Seattle, WA** **1997 - 2000**

- ❑ Associates Degree in Computer Animation
Curriculum comprised of character development, modeling, animating, texturing, storyboarding, and script writing, with a concentration in fine art, life drawing and sculpture.

Related Activities:

Rome Film Festival **Rome, Italy** **2006**

- ❑ Zbrush Training Workshops

Lead classes 3 – 4 hours in length on how to use Zbrush to accomplish very detailed and complex organic characters. Demonstrated some of the latest techniques including image based sculpting, rapid development of forms, and final output of meshes.

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