

# LEAD CHARACTER ARTIST

## **Veronique Garcia**

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## Objective

Leading a character team that is passionate and creative, been able to utilize my production and managing experience and share my artistic and technical skills in the creation of outstanding games.

## Professional Qualification

11 years experience in movie and game development, modeling and texturing a diverse visual range of characters and creatures using:

**Maya - StudioPaint - BodyPaint 3D - Adobe Photoshop - Zbrush**

Experience in scheduling and managing a team of character artists in the development and production of all based assets and contribute to the development of the associated technologies.

Working closely with the Art Director on defining character directions and ensure the consistency, quality of all assets.

## Professional Experience

**November 2005-present- Electronic Arts, San Francisco, CA.**

**Tiger Woods PGA Tour 06; XBOX 360.**

As a lead of 8 characters artists, my responsibilities included, scheduling, managing, creation of a template character to define the engineering requirements and the creation of the model and textures for "Tiger Wood" as a visual target for the team. My task also included all asset management of the Game Face system that allows the player to create his own character.

**November 2004- November 2005- Electronic Arts, San Francisco, CA.**

**Lord of the Rings, The Third Age**; Playstation2, XBOX.

Responsibility included, leading a team of 6 artists, working with the Art Director to define the visual target; modeling and texturing of the main characters.

**November 2003- November 2004- Electronic Arts, San Francisco, CA.**

**Lord of the Rings, The Return of The King**; Playstation2, XBOX.

Senior Character Artist, modeling and texturing of all the main characters. Responsible of the marketing renders.

**May 2002- November 2003- Electronic Arts, San Francisco, CA.**

**Lord of the Rings, The Two Towers**; Playstation2, XBOX.

Senior Character Artist, high resolution modeling and texturing of the main characters for marketing purposes.

**May 2001- May 2002- Midway, San Diego, CA. Freaky flyers**

Senior Artist for environments and characters; Playstation 2, XBOX and Game Cube.

**February 2001-April - Square USA, Honolulu, HI. Animatrix, Final Flight of the Osiris**

Costume Design.

**January 2000-2001 - Square USA, Honolulu, HI. Final Fantasy-The Spirits Within**

Character department; Costumes (Design, Modeling and Texturing), Characters (Facial Modeling and Texturing).

**February 1999-January - Square USA, Honolulu, HI. Final Fantasy IX**

Backgrounds; Modeling, Lighting and Texturing.

**1997-1998 - Motek, Amsterdam.**

**Disney**

Winnie the Pooh and backgrounds; Modeling, Texturing and Lighting using **Softimage/3D**

**Mortal kombat - Annihilation**

Characters Modeling and Texturing, **Softimage/3D - Polysurf** (to build a Nurbs model from a data clouds as a 3D reference).

**1994-1997 - Gribouille SA, France, Aix-en-Provence :**

Modeling, Texturing, Lighting, Rendering and Animation by motion capture techniques using **Softimage/3D**.

Responsible of motion capture session, Head of production.

**Excalibur**, 4 minutes Pilot of "Excalibur Legend" with artistic direction from Philippe Druillet.

**Space truckers**, Spaceship "Regalia", for SFX director Brian Johnson and Stuart Gordon.

**Television and Film**, Characters, Louis lumiere and Georges Melies for an emission on Channel 5 France, January 1996.

**20,000 leagues under the sea**, Pilot for completely computer generated 35mm film version of the famous Jules Verne novel.

**Mc Ulysse**, Modeling, animation, rendering of CG elements for 2D/3D Animation Pilot.

**Violet and her toys**, Pilot for young childrens TV series, Completely computer generated.

**Ocean voyager**, Responsible for production of Title sequence for TV documentary series.

**CD-ROM**, History Education CD\_ROM project set in the Middle ages. Demonstrated at Milia 1996. Head of CG production and graphic design.

**Corporate films**, Responsible for CG animation in films for companies such as MBK, Macif, Cadarache, GDF, ENI.

**Personal Work**, Modeling and animation of Mythical Egyptien God "Seth" and Cartoon character "Le Prince Vert".

**Softimage Tuition**, Intensive training course for novice Softimage users, about Human Character modeling and animation.

## Education

**1992-1994 Upper national degree of Plastic Arts**

The School of "Fine Art", Besancon, France - communication option

**1991-1992 National degree of Plastic Arts**

Epinal Art College, France - communication option

**1988-1991 Upper Technician Diploma in "Visual Expression"**

Marseille, France - communication graphics option

**1987-1988 Bachelor of Fine Arts Degree A3P**

University of Aix-en-Provence, France