

DALE W. BROADBENT ♦ 3D ARTIST

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TALENT SUMMARY

World building, terrain sculpting, material creation, multiplayer and singleplayer level design, scripted sequence design, in-game physics, AI pathing, environment, vehicle, and prop modeling. Team management and investigation of new technology to facilitate project completion.

WORK EXPERIENCE

iEntertainment Network, Cary, NC, April 2012 – April 2013

Art Director, *Warbirds & M4 Tank Brigade*

- In charge of maintaining the quality and visual fidelity of our games and managing the addition of new assets.
- Created new assets for our games, mostly consisting of period aircraft and vehicles.
- As art director I managed a small team of artists, designed gameplay prototypes, explored new technology options, and documented all my findings for the CEO.

Gale Force Logic, Durham, NC, June 2010 – April 2012

3D Artist, *Pocket Aces*

- I designed the art and levels in UDK and 3DS Max, based on text and image descriptions from the design document and writers. Textures were designed from photo sources and by hand in Photoshop and used for materials in UDK.

Icarus Studios, Raleigh, NC, May 2007 – January 2010

3D Artist, *Fallen Earth*

- Designed interior spaces (GTK Radiant) and building exteriors (3D Studio Max)
- Presided over and successfully completed a project to overhaul pathing throughout the game by the September 2009 launch
- Teamed up with programming to craft solutions to persistent pathing issues
- Level designer on the Hoover Dam tutorial level design team
- Designed “interest areas” in the game using the Icarus World Builder program
- Modeled objects, creating high-poly normal, diffuse, and specular maps

Psyonix Studios, Raleigh, NC, January – April 2006

Level Designer

- Researched ideas and created concept designs for *Super Acrobatic Rocket-Powered Battle-Cars*
- Assisted in troubleshooting the game *Red Orchestra: Ostfront 41-45*

Ritual Entertainment, Dallas, TX, June – August 2005

Level Designer

- Converted the first 7 levels of the 1998 game *S/N* to the Source Engine, including all textures, scripted sequences, lighting, NPCs, and physics objects

EDUCATION

B.S., Technology Education, Graphic Communications

North Carolina State University, Raleigh, NC

- Concentration in technology, animation, web design, 3D modeling, and CAD

Associates in Art

Fullerton College, Fullerton, CA

- Concentration in graphic design and desktop publishing

WHAT OTHERS HAVE SAID

Jack Menhorn, Gale Force Logic, April 30, 2012

- *Dale is a passionate and professional individual. In addition to being a caring and considerate person, he is fully capable of meeting your needs.*

Billy Thompson, Icarus Studios, May 5, 2010

- *Dale is a very outgoing coworker, diligent and took time to help others. He has a great eye for detail and would be an excellent candidate for any gaming company.*

Atticus Evil, Icarus Studios, Feb 22, 2010

- *Dale's experience makes him professional and effective. He is a valuable asset to any team he joins.*

Reid Kimball, Ritual Entertainment, July 29, 2007

- *With little resources to work with, he demonstrated ambition and creative problem solving skills.*

Dr. Aaron C. Clark, North Carolina State University, Sep 19, 2006

- *His ability to adjust, learn quickly, and be productive are assets any company would be proud to have in an employee.*

Dr. Alice Y. Scales, North Carolina State University, Sep 19, 2006

- *Dale's work ethic as well as the quality of his work was far superior to most students that I have taught. ... I cannot give him anything but the highest recommendation.*

PROFESSIONAL SOCIETIES

- Epsilon Pi Tau, Honor Society for Professions in Technology, 2005 - 2006
- International Game Developers Association, 2005 - 2010

INTERESTS

I am passionate about video and computer games. I own a PS2 and PS3, though I am very picky about what games I play on them, given my limited game play time each week. My owned games are comprised of about 20% console and 80% computer games. Some of my favorites include the Final Fantasy series, Halo, Advent Rising, Left 4 Dead, UT2004, and Sol Survivor. I have a small personal collection of vintage NES and SNES games. I also love to hike, travel, and tinker with my PC (my video card is water-cooled). Lastly, I am a musician and play bassoon semi-professionally.