

Chad Max

Senior Environment Artist / Lighting / Level Designer / Lead Artist / World Building

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Senior Environment Artist with over 20 years of experience in the gaming industry. Proficient in creating immersive and compelling game environments, specializing in design, asset creation, and scene composition. Adept at utilizing industry-standard software such as Maya, Blender, Substance Painter, and Unreal Engine to bring creative visions to life. Proven track record of collaborating closely with cross-functional teams to deliver high-quality, AAA game titles on time and within budget. Passionate about pushing artistic boundaries and staying updated with the latest trends and technologies in the field. Ready to leverage expertise and leadership skills to drive artistic excellence and contribute to the success of ambitious game development projects.

Skills:

Video Game Development
Environment Art
Modeling
Texturing
Lighting
Visual Effects
Level Design and Layout
World Building
Team Leadership
Art Direction
Unreal Engine
Unity
Autodesk Maya and 3DS Max
Blender
Zbrush
Substance Painter
Substance Designer
SpeedTree
Adobe Creative Suite, Photoshop and Illustrator
Technical Skills
Asset Tracking, Perforce and Jira
Communication Skills
Time Management

Games: *title name, (platform) - developer, publisher - release date - (credit)*

Neverwinter (PC, Xbox & PS4) - Cryptic Studios, Gearbox Software - 2022-23 (Senior Environment Artist, World Builder)

God of War (PS4) - Blind Squirrel Games, Sony - 2018 (Lead Foliage Artist)

Mafia 3 (PS4, Xbox, PC) - Blind Squirrel Games, 2K - 2016 (Technical Art, Lighting, Optimizations)

World of WarCraft, Warlords of Draenor (PC & Mac) - Blizzard Entertainment - 2014 - (Senior 3D Artist)

World of WarCraft, Mists of Pandaria (PC & Mac) - Blizzard Entertainment - 2012 - (Senior 3D Artist)

World of WarCraft, Cataclysm (PC & Mac) - Blizzard Entertainment - 2010 - (Senior 3D Artist)

Scratch, the Ultimate DJ (Xbox 360, PS3) - Seven Studios, Genius Products - (Lead Environment Artist)

Fun Park (Nintendo Wii) - Seven Studios, Brash Entertainment - 2008 - (Senior 3D Artist)

Sopranos, Road to Respect (PS2) - Seven Studios, Activision - 2006 - (Senior 3D Artist)

Fantastic Four (PS2) - Seven Studios, Activision - 2005 - (Senior 3D Artist)

Kohan 2, Kings of War (PC) - TimeGate Studios, Interactive Global Star - 2002 - (Senior Environment Artist)

Fallout Fantasy (PC) - Interplay, Reflexive Entertainment - 2001 - (Senior 3D Artist)

Zax the Alien Hunter (PC) JoWood Productions, Reflexive Entertainment - 2001 - (Art Director / Music Composition)

Star Trek, Away Team (PC) Activision, Reflexive Entertainment - 2001 - (Art Director)

Swarm (PC) Reflexive Entertainment, Inc. - 1998 - (Art Director / Music Composition)

Defiance (PC) Logicware Inc., Hasbro Interactive - 1997 - (Lead Artist / Music Composition / Sound Effects)

Chitty Chitty Bang Bang, Adventures in Tinker Town (PC) MGM Interactive, Logicware Inc. - 1997 - (3D Artist)

Killing Time (3DO) Logicware Inc., 3DO - 1996 - Lead Artist / Sound Effects)

Kingdom, The Far Reaches (PC) - Logicware Inc., Interplay - 1996 - (3D Artist)

Doom (3DO Console Port) - Interplay / Logicware Inc. - 1996 - (Retouch Artist)

AstroRock (PC) Logicware Inc., Atlantean Interactive -1995 - (Lead Artist / Music Composition / Sound Effects)

Wolfenstein (3DO Console Port) - Interplay, Logicware Inc. - 1995 - (Retouch Artist)

Doom 2 (Atari Jaguar Port) - Interplay, Logicware Inc. - 1995 - (Retouch Artist)

(2022 - current) Cryptic Studios - Senior Environment Artist / World Builder - Los Gatos, CA (Remote)

Highlights: Performing as Senior Environment Artist / World Builder on Neverwinter MMO in the production of various large interior and exterior environments using Cryptic's custom editor. Produced content for PC and Console game titles. Working closely with directors and design team in the creation of new expansions. Responsible for creative feedback during reviews and testing.

(2017 - 2022) Glu / Electronic Arts - Senior 3D Artist - San Francisco, CA (Remote)

Highlights: Performed as Senior 3D artist on various mobile titles in development. in charge of producing PBR assets that involve hard surface and organic modeling using Z-brush and photogrammetry software. Realistic PBR texture creation using Substance Designer suite of tools. Unity environment design and world building. Foliage modeling using SpeedTree. Collaboration with various external vendors and development studios.

(2016 - 2017) Seismic Games - Senior 3D Artist – Los Angeles, CA

Highlights: Performed as Senior Artist for Seismic Games and Walt Disney Imagineering in the development of Star Wars Millennium Falcon, Smugglers Run ride at Disneyland California and Disney World Florida. Worked closely with Disney creative directors and Imagineers at Walt Disney Imagineering, as well as with Industrial Light and Magic, in the ride planning and design. Design of the ride flow and navigation elements and to assist ILM with production using Unreal Engine.

(2014 - 2016) Blind Squirrel Games - Lead Studio Artist – Santa Ana, CA

Highlights: Performed as Lead Studio Artist while at Blind Squirrel. Supported technical production of Mafia 3 on PC, Xbox and PS4 and published by 2K and Hanger 13 Studios. Worked closely with department leads in the production of 3rd party IPs. Corrected and optimized geometry and lighting on expansive exterior city environments in Mafia 3 using K2's proprietary editor Fusion/Unreal. Performed as Lead Foliage Artist in the production of an unreleased AAA franchise from a major studio on PS4.

(2009- 2014) Blizzard Entertainment - Senior 3D Artist – Irvine, CA

Highlights: Performed as Senior 3D Artist on the World of Warcraft team. Work closely with team leads, concept artists, designers and texture artists in the creation of many exterior and interior models for Cataclysm, Mists of Pandaria and Warlords of Draenor game expansions. Design, modeling and lighting for various in-game cities, raids, buildings, dungeons and micros. Met extreme dead-lines and Milestones in order to release on schedule.

(2003-2009) Seven Studios - Lead Environment Artist – Los Angeles, CA

Highlights: Performed as Lead Environment Artists in the production of major franchise video games while at Seven Studios. Created original artwork for titles on Playstation 2, Xbox 360, PS3 and Wii gaming platforms to be published by Activision, THQ, Electronic Arts and other major distributors. Worked closely with the lead artists and art directors to correctly portray desired artistic styles and lighting of 3D environments for video game titles. Worked closely with senior graphics programmers in the development of unique shaders, lighting, shadow mapping and proprietary rendering techniques for Scratch, the Ultimate DJ as well as other major titles. Developed modern art production pipelines used in the creation of 3d assets. Mentored junior artists during the production of titles..

(2002-2003) TimeGate Studios - Senior Environment Artist – Sugarland, TX

Highlights: Responsible for establishing 3D environment terrains and models for Kohan 2. Assigned to produce art assets for prototypes while at TimeGate. Worked closely with team leads to produce assets for published titles. Created 3D models, textures and animations for various 3D structures and terrain foliage. Created numerous animated special effects.

(1997–2002) Reflexive Entertainment, Inc. - Art Director / Cofounder – Lake Forest, CA

Highlights: Cofounder of Reflexive Entertainment Inc. Responsible for all visual art and music direction. Worked closely with project directors of major interactive publishers on art development. Key contributor in raising over 5 million in project finances. Directed a staff of 15 artists in the production of interactive titles. Produced and designed artwork used in the creation of video games. Worked closely with Activision's directors in the production of Star Trek Away Team. Worked closely with Paramount Studios in the design and creation of Star Trek Away Team. Designed and created an original Starship that was approved by Paramount Studios and is currently part of the Star Trek universe.

(1995-1997) Logicware, Inc. - Lead Artist - Los Angeles, CA

Highlights: Performed as Lead Artist and was responsible for artistic direction for all game titles during my time at Logicware. Performed the role of Lead Artist of a team of 15 artists in development of titles while working at Logicware. Produced and designed artwork used in the creation of video games. Worked closely with Interplay directors in the production of video games. Directed and created all original music and sound effects while at Logicware.

Education:

University of Nevada Las Vegas

Art and Music
Apr 1990 - May 1991