AR

Andre Roux
Lead/Principle 3D Artist

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PROFESSIONAL SUMMARY

Passionate 3D Artist with 15+ years of experience in AAA game development, specializing in outsourcing management for elevated visuals and pipeline optimization. Expert in next-gen visuals, team leadership, and fostering global partnerships.

PROFESSIONAL EXPERIENCE

MEGA PARTICLE, San Mateo CA — *Art Lead / Outsourcing Artist*
OCT 2021- PRESENT

• Lead art direction for Shootout VR and Poker VR

• Managed global outsourcing team for Hero Weapons and Characters, ensuring seamless integration of and quality control of assets

• Drove VR Content optimization, boosting creation speed by 20%

• Helped Design robust asset management pipelines internally and for external partners, maximizing production efficiency

• Established Art Pipeline from ground up, and cultivated a culture of excellence and innovation

CAMOUFLAJ, Bellevue WA — *Art Lead / Outsourcing Artist*
APR 2013- 2021

• Helped lead and author art direction for Ironman VR and Republique Episodes 1-5

• Helped manage, implement and sustain a complex outsourcing pipeline that included 3 large studios and hundreds of heads

• Supported Art pipeline with robust PBR documentation of custom tools and processes, templates for asset creation and style guides for target quality

• Was part of a team that corresponded directly with Marvel, Unity and Sony to establish milestone deadlines and develop and maintain art vision to a high standard

• Worked cross discipline on creatively complex assignments, establishing and maintaining the technical pipeline in Unity for authoring art content for mobile and VR platforms: these included processes, tools, geometric budgets, texture budgets, task definitions and naming conventions.

INOVAE, — *3D Production Artist*
AUG 2009- 2011

MICROSOFT ACES, Redmond WA — *3D Production Artist*
AUG 2006- 2009

KEY ACHIEVEMENTS

• Reduced outsourcing costs by 25% while elevating visual quality for AAA titles

• Increased team efficiency by 25% through mentorship and streamlined workflows

• Optimized content creation speed by 20% for VR projects

SKILLS & TECHNICAL EXPERTISE

• Documentation, Proxy Art Assets, Collaboration with External Teams, Asset Organization (including source files)

• Unity, Unreal Engine, 3ds Max, ZBrush, Substance Designer & Painter, Adobe Suite

• Next-gen visual effects workflows and PBR techniques

• Asset management and version control systems

• Fundamentals in UI/UX design principles and authoring

LANGUAGES

English / French