
PROFILE

VFX artist, technical artist, and animator with over 15 years in video game production. Experience with indie game development, MMOs, licensed characters, and engine and pipeline development including designing and helping to craft in-house VFX and shader tools. Published author with expert knowledge of art implementation, game theory, and game development process.

EXPERIENCE

VFX/ART PRODUCTION/ANIMATION/DESIGN/MANAGEMENT

Intific/Total Immersion Software Inc. (May '07- Oct. 2013) – VFX Artist/Technical Artist/Animator

- Created (including textures), exported, and implemented visual effects for various projects. Simulations required particle systems and FX to mimic real world examples. This included reference collecting and implementation to ensure realism of the end result. A suite of VFX were required for projects including gunfire and explosions, environmental effects (streams, puddles, leaves blowing), smoke, rockets and specific caliber muzzle flashes, and bullet impacts from a wide range of sources. Implementation also included in-game light sources for flashes, fire, and other effects that required real-time lighting in addition to the particle effects. These FX had to be approved by military Subject Matter Experts for authenticity of simulation but were also used later in less stringent applications where gameplay and heightened reality/cinematic FX were key to selling the visual experience.
- Helped to develop new art pipeline systems and provided support for existing and newly created key systems for proprietary engines developed by Intific. This included a new proprietary particle system and shader editor design. Worked closely with key programmers on those systems and reported back to the team and management for implementation and scheduling.
- Used multiple particle editors in conjunction with in-house editor development, and in doing so researched many particle tools and evaluated their strengths and weaknesses.
- Animated characters for multiple projects.
- Used After Effects and Premier to edit VFX and in-house videos for various clients.
- Worked with producers and artists to streamline game creation processes.
- Modeled, textured, exported, and debugged assets for multiple projects.
- Won an internal company Game Jam where I supplied all the art, design documents, and assets including textures, VFX, shaders, and game screens for a 2 day challenge. The project “Getback Mars” used the Oculus Rift and Razer Hydra to simulate a freefall towards Mars where the player must use a grapple device to pull themselves back to a space station. Particles included star fields, re-entry burn, grapple shot FX, and thrust vapor.
- Provided technical assistance and training to various team members on multiple projects.

Multimedia Games (May '05- May '07) - Production Artist

- Illustrated and modified art for casino style games using Photoshop and Illustrator.
- Created new assets and animations using various commercial and proprietary tools.
- Developed and created numerous particles for various games using 2D tools such as Particle Illusion as well as After Effects and in-house sprite tools.
- Designed and pitched new games.
- Worked with producers and artists to streamline game creation processes.

Wolfpack Studios (Aug '03- Nov '03) - Lead Animator – Shadowbane: Rise of Chaos

- Used in-house proprietary tools to generate VFX when necessary.
- Animated creatures, bosses and player characters for MMO game expansion,
- Managed contractors.

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- Acted as liaison between art, quality assurance, and programming.

Big Sky Interactive (Jan '00- Nov '02) - Lead Animator- Spongebob Squarepants (PS2)

- Used in-house tools to create VFX.
- Animated the main character and numerous others, created textures and objects, helped with art pipeline development.
- Managed contractors and team members.
- Liaison between art and quality assurance, programming, and design teams.

Aim for the Brain (iOS Game) - Designer/Manager

Designed the Zombie Whack-a-Mole style game "Aim for the Brain" for iOS. Designed play mechanics, levels, and play balanced the entire game in addition to implementing art assets, recording and implementing sound effects and directing and implementing music.

- Scheduled all aspects of the project for all members of the team.
- Designed and implementing gameplay, received and implemented all art assets, designed and recorded sound, worked with composer for soundtrack assets, and well as designed and implemented the pipeline for getting all of the aspects of an independent game up and running.
- Coordinated the release and marketing of an independent game.
- Tracked reviews and customer feedback, and performed technical troubleshooting post launch.
- Designed and implemented art/code pipelines for internal tool chains and troubleshooting of those pipelines in order to ship products on time and under budget.

PUBLICATION WRITING

Clockwerx: Original comic published by Humanoids in the US in 2013 and in the UK in 2014, previously published in France, Germany, Spain.

Psy-Comm: original Manga influenced comic published in three volumes by Tokyopop in bookstores and digitally through Comixology and Graphic.ly

Calling Manga Island: author of biweekly column for Comic Book Resources, recognized as a primary review source by various manga industry professionals around the world.

COMPUTER SKILLS

- Unity Engine (mainly particle editing and implementation and some scripting/debugging)
- Various Particle Effects such as Particle Illusion and various in engine editors (Unity, Call of Duty, Unreal Ed, etc.)
- 3ds Max (including cursory maxscript)
- Character Studio (including editing Motion capture)
- Adobe Suite including Photoshop, After Effects, Illustrator, Premier, etc.
- Perforce, Alien Brain, SVN, and other version control software solutions
- Familiarity with Maya and Mel Script for animation and particle work
- Familiarity with level editing and scripting tools
- 3ds Max and NVidia cloth/hair/PhysX simulation experience

EDUCATION

BFA in Computer Art - Savannah College of Art and Design