

Eli Luna
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PROFILE

14 year veteran of the video game industry with experience in all aspects of the business. Currently an Adjunct Professor at Southern Methodist University with the Guildhall program and a freelance artist. Along with my 14 years as being an artist, I have worked alongside PR groups creating assets and production planning (including video editing, photography and web development). Recently I have contributed on various projects that focus in the Virtual and Augmented Reality space.

EXPERIENCE

Freelance Artist, RICHARDSON, TEXAS —09/2014 – PRESENT

Unreal Lead Artist, REEL FX; DALLAS, TEXAS—

08/2015 – 10/2015

Set up of the Unreal project for the Hunger Games Virtual Reality experience presented at New York Comic Con.

Set up whitebox layouts, created models for blockout, set up all cameras and movements per the art director's storyboards, animated various sequences in Matinee, implemented all dynamic items in Matinee for target platform of GearVR 360 video. Also worked on optimization for Oculus Rift DK2.

3D Modeler, CastAR; PALO ALTO, CALIFORNIA —

07/2015 – 07/2015

Created a Unity scene for a game demo on the CastAR. Modeled and textured assets used in the demo.

3D Modeler, ELEMENT GAMES LLC; DALLAS, TEXAS —

12/2014 – 05/2015

Created concepts for boss vehicles, environmental and other game assets for Evil Robot Traffic Jam. Model and textured models to run on the Samsung GearVR as the target platform.

Created marketing screenshots and built a website for the game.

3D Modeler, CAPTURED DIMENSIONS; FRISCO, TEXAS —

09/2014 – 12/2014

Created building models for a table top board game. Models created to be air tight and textured for 3D printing with a sandstone filament.

ADJUNCT PROFESSOR, THE GUILDHALL AT SOUTHERN METHODIST UNIVERSITY; PLANO, TEXAS —

03/2014 - PRESENT

Teaching with the faculty of SMU's video game program with students in all aspects of game design.

Duties include helping students work on team projects, working with production pipeline creation, troubleshooting engine issues, helping set up art style guides, giving critique and working with students on their Master's thesis.

LEAD ARTIST, TERMINAL REALITY; LEWISVILLE, TEXAS — 09/2009 - 12/2013

Worked with production to plan out projects. Troubleshoot game systems between the art department and the rest of the team. Worked with the design department to determine art needs. Helped create artist pipeline for each project. Gave art direction to art team. Worked with outsourcing partners for each project. Content creation for prototyping. Working on documentation of art bibles and other pipelines. Created assets for each project.

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LEAD STUDIO PHOTOGRAPHER, PRESTIGE DALLAS; PLANO, TEXAS — 06/2009 - 09/2009

Photographed people in a studio setting. Worked directly with people and gave them modeling direction during photo sessions. Adjusted lighting as needed and set up poses according to personality and outfits of the subjects. Edited photos with internal software for print.

LEAD ARTIST/SENIOR ARTIST, GEARBOX SOFTWARE LLC; PLANO, TEXAS — 06/2001 - 11/2008

Assigned art team with tasks based on project needs. Tracked progress and gave critique and feedback based on design team needs. Worked with the design team and code department to troubleshoot systems and gameplay. Worked troubleshooting engine features for the art team including helping create new tools. Created assets and worked with outsourcing implementing assets as they were delivered. Worked on UI systems and created PR items along with game manuals.

LAYOUT ARTIST, ALPHAGRAPHICS; DALLAS, TEXAS — 01/1998 - 06/2001

Worked with customers on creating designs and layouts for printing materials such as brochures, flyers, business cards and invitations. Worked with departments on how finish product should look for customers.

EDUCATION

Art Institute of Dallas; Dallas, Texas — Associates of Applied Arts in Computer Animation — 09/1997 - 09/1999

Lamar University; Beaumont, Texas — Bachelor's Degree of Applied Arts and Sciences — 02/2015 - Current

SKILLS

3D Studio Max	Maya
Adobe Creative Suite	Unreal Engine 4
Infernal Engine	Unreal Engine 3
JIRA	Microsoft Office
Agile Scrum Process	Perforce

SHIPPED TITLES

Hunger Games Virtual Reality Experience (GearVR and Oculus)	Halo: Combat Evolved (PC)
Evil Robot Traffic Jam (GearVR)	007: Nightfire (PC)
The Walking Dead: Survival Instinct (Xbox 360, PS3, WiiU and PC)	Tony Hawk's Pro Skater 3 (PC)
Star Wars Kinect (Xbox 360)	Counter Strike: Condition Zero (PC)
Brothers in Arms: Hell's Highway (Xbox 360, PS3 and PC)	Half-Life: Blue Shift (PC)
Brothers in Arms: Earned in Blood (Xbox, PS2)	Half-Life (Playstation 2)
Brothers in Arms: Road to Hill 30 (Xbox, PS2)	Half-Life: Opposing Force (PC)

CONTRIBUTED TITLES

Borderlands (Xbox 360, PC)

Wordium (iPhone, iPad, Android)