



Eli Luna
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SHIPPED TITLES:

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

CONTRIBUTED TITLES:

Borderlands
Wordium

SKILLS:

3D Studio Max
Maya
Zbrush
Adobe Photoshop
Adobe Illustrator
Adobe Premiere
Adobe After Effects
Substance Painter
Substance Designer
Unreal Engine 4
Unreal Engine 3 (UDK)
Infernal Engine
Unity Engine
JIRA
Perforce
Microsoft 365

EDUCATION:

Art Institute of Dallas Dallas, Texas
August 1997 – September 1998
Associated of Applied Arts in Computer Animation

Lamar University Beaumont, Texas
February 2015 – Expected Graduation May 2018
Bachelor's degree in Applied Arts and Sciences

17-year veteran of the video game industry with experience in all aspects of the business. Currently an Visiting Lecturer at Southern Methodist University with the Guildhall program and a freelance artist. Along with my 17 years as an artist, I have worked alongside PR groups creating marketing assets and production planning (including video editing, photography and web development.

EXPERIENCE

Visiting Lecturer: The Guildhall at Southern Methodist University Plano, Texas August 2017- Present

Mentoring students in the team game projects course including project planning, feedback and working with students to handle conflict resolution within their teams.

Freelance artist Richardson, Texas March 2014- Present

Working on a range of projects with small independent game studios, virtual reality projects, outside advisor to game studios, photography, video editing and brainstorming.

Photographer: Alamo Draffhouse Dallas Richardson, Texas April 2016- Present

Photograph special events.

Lead Artist: Balanced Media Technology McKinney, Texas May 2016 - August 2017

Developing art style for original IP in the Unreal 4 engine including creating documentation for internal and external use. Creating content including models, materials and textures. Managing external outsourcing partners by providing direction and feedback. Working with designers to develop whitebox level layout. Collaborating with designers for gameplay mechanics.

Lead Artist of Unreal Team: REEL FX Dallas, Texas August 2015 - October 2015

Set up of the Unreal project for the Hunger Games Virtual Reality experience presented at New York Comic Con. Tasks included setting up levels and all camera movements in Unreal matinee and setting up scenes to maximize the Virtual Reality experience.

3D Modeler: CastAR Palo Alto, California June 2015 - July 2015

Set up of the Unreal project for the Hunger Games Virtual Reality experience presented at New York Comic Con. Tasks included setting up levels and all camera movements in Unreal matinee and setting up scenes to maximize the Virtual Reality experience.

3D Modeler: Element Games LLC Dallas, Texas June 2015 - July 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, helped build website and edited game trailer.

3D Modeler: Element Games LLC Dallas, Texas June 2015 - July 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, helped build website and edited game trailer.

3D Modeler: Captured Dimensions Frisco, Texas September 2014 - December 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 Lecturer: The Guildhall at Southern Methodist University Plano, Texas March 2014- Present

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

Lead Artist: Terminal Reality Lewisville, Texas September 2009- December 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.

Lead Artist/Senior Artist: Gearbox Software Plano, Texas June 2001- November 2008

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.