



**Eli Luna**  
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## SHIPPED TITLES:

Fallout 76: Patch Updates  
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:

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

## EDUCATION:

**Lamar University** Beaumont, Texas  
February 2015 – May 2018  
Bachelor's degree in Applied Arts and Sciences  
Phi Kappa Phi

**Art Institute of Dallas** Dallas, Texas  
August 1997 – September 1999  
Associated of Applied Arts in Computer Animation

20-year veteran of the video game industry with experience in all aspects of the business. Currently a Senior Producer at Bethesda Games Studios in Dallas, TX. Along with my 20 years as an art lead and producer, I have worked as a teacher and mentor at the master's university level. While in the industry I have also worked alongside PR groups creating marketing assets and production planning including video editing, photography, and web development.

## EXPERIENCE

### **Senior Producer: Bethesda Game Studios** Dallas, Texas May 2019- Present

Working with the production team to plan and coordinate schedules on studio projects. This involves working with cross-disciplinary department coordinate and working with remote developers at 3 different studios outside of Dallas. Also worked with technical artists to help develop pipelines and processes for studio projects. Duties also include doing reoccurring check-ins with developers and helping strategize their development and growth in their careers within the studio

### **Professor of Practice: The Guildhall at Southern Methodist University** Plano, Texas August 2017- May 2019

Teaching and mentoring students in the team game projects course including project planning, feedback, content creation and working with students to handle conflict resolution within their teams. Areas of teaching include disciplines in art, level design and production.

### **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.

### **3D Modeler: Stealth Mode Games LLC** Palo Alto, California June 2015 - July 2015

Created assets for The Kingsmen game in development at Stealth Mode Games. Created high poly and low assets along with textures and materials inside of Unreal 4. The art was created to match the existing art style created by the art director on the project.

### **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

Created content for a GDC technical demo demonstrating the Augmented Reality technology of CastAR.

### **3D Modeler: Element Games LLC** Dallas, Texas January 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- August 2017

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. Advised thesis students

### **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

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.