

Anthony Vaccaro

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SHIPPED TITLES

Uncharted 4: A Thief's End – Naughty Dog	05/2015
The Last of Us – Naughty Dog	06/2013
Uncharted 3: Drake's Deception – Naughty Dog	11/2011
Halo Reach – Bungie	09/2010

CREATIVE EXPERIENCE

Naughty Dog 10/2011 to Present

Uncharted 4: A Thief's End - Environment Artist

- Developed the look of the open driving level Madagascar as well as the hidden coral reef.
- Worked with design on loose layouts to help maximize the artistic impact on a level while still keeping designer established goals in mind when creating open levels.
- Established the visual language for jeep traversal that was used on every jeep section.
- Worked with a single texture artist to bring levels from designer blockmesh to the final ship quality.
- Created levels with multiple looks throughout as well as the E3 demo, multiplayer and internal vertical slices.

The Last of Us - Environment Artist

- Asked to join the team near the end of the project to bring it up to Naughty Dog quality standards.
- Fleshed out and set dressed multiple locations and looks throughout the game after large redesigns.
- Optimized performance and fixed bugs throughout the game to help different teams finish their levels.

Uncharted 3: Drake's Deception - Environment Artist

- Built environments for single player, in game cinematic's and multiplayer DLC.
- Modeled organic and architectural geometry for Uncharted 3's Caravan Level and final game space.
- Worked with a single texture artist to bring levels from designer blockmesh to the final ship quality.
- Created modular assets and modular files to fill the miles of game space needed for the Caravan level.
- Handled all technical aspects of level creation from Collision, Shadow Proxies, Traversal and Frame Rate.

Bungie 12/2009 to 08/2010

Halo Reach - Environment Artist

- Created environments for single player, multiplayer, firefight and in game cinematic's.
- Designed, modeled, textured imported architectural and natural geometry into the Bungie engine/Xbox.
- Collaborated with Art Director, Lead Artists and Designers to create fun and awe inspiring levels.
- Created instanced assets and tiling textures to be create multiple zones within a similar level style.
- Complex shaders, high to low assets, lighting, decals, destruction states, managed assets to fit memory.

Sony Online Entertainment 06/2009 to 08/2009

EverQuest - Environment Artist Intern

- Concepted, Modeled, Textured, Imported Architectural and Organic assets into the EverQuest Engine.
- Created weapon sets for the upcoming Legends of Norrath Trading Card Game installment.

SOFTWARE/TECHNICAL KNOWLEDGE

- 3DS Max – Maya – Photoshop – Zbrush – Substance – Simplygon – Unreal Engine
- Agile / SCRUM / Sprint Development
- Emphasis on composition, lighting, style, story, color, detail and silhouette in all created assets.

EDUCATION

The Art Institute of California – San Diego	San Diego, CA
Game Art and Design, Bachelor of Science	09/2009