

# W. Lee Imes

## Work experience

### **Freelance Character Artist, The Model House, Present**

My most recent project was working with Camouflaj producing next gen quality female characters. Also with Camouflaj, I made models for the game, *RÉPUBLIQUE*. Using solely sculpture skills, I made a ZBrush model which was used as the model for a real statue for Norway's Tourism. I made characters for Megasquad in Austin and Midway Entertainment San Diego. I created ZBrush high-res and game-res digital doubles for Midway to be used in their TNA Wrestling franchise.

### **Bioware Austin, 09/14 to 4/16**

*Senior Character Artist*

**Dragon Age, Mass Effect: Andromeda** - Xbox One & Playstation 4

As senior character artist, I made next gen creatures and monsters for *Dragon Age* DLC. I also created technically intensive characters for *Mass Effect: Andromeda*.

### **Rockstar Games, 08/13 to 8/14**

*Senior Character Artist*

**Red Dead Redemption 2** - Xbox One & Playstation 4

Developed next gen characters for *Red Dead Redemption 2*.

### **Highmoon Studios (Activision), 03/12 to 4/13**

*Senior Character Artist/Lead*

**"Deadpool"**- Xbox 360 & Playstation 3.

As the Senior Character Artist on *Deadpool*, I was responsible for all aspects of character development including shader

development and outsource management.

I personally worked on all 42 characters featured in our game to ensure a high quality standard. I found a way to get the most out of outsourcing by delegating tasks that catered to the strengths of the outsourcer group we were working with. By using these individuals to do essential but less artistically demanding tasks, it made it possible to deliver 42 characters in 8 months.

I enjoyed working on the *Deadpool* project and it was an excellent opportunity to truly find out what I am truly capable of. I would love to try my pipeline again on another project with a larger budget and schedule.

### **Id Software, 8/09 to 6/2011**

*Senior Character Artist*

**“Doom 4”**- Xbox 360 & Playstation 3

Worked on as a Senior Character Artist. It was an excellent opportunity to work as an artist. I had the opportunity to make a huge impact on our art creation pipeline. I was kind of known around Id as the ZBrush go to guy.

### **The Collective, Inc., Newport Beach, CA 6/04 to 10/08**

*Senior Character Artist*

**“Dirty Harry Extreme”** - Xbox 360 & Playstation 3 (Project canceled)

Modeling and texturing with work that included characters: Clint Eastwood, Lucy Liu, Lawrence Fishburne, and Gene Hackman, as well as non-likeness NPCs.

### **Midway Games, Chicago, IL 9/00 to 6/04**

*Character Artist*

**“Psi-Ops : The Mindgate Conspiracy”** – Playstation 2, Xbox  
Redesigned, modeled and textured most characters for this project.

**“MLB Slugfest” 2003 & 2004”** – Playstation 2, Xbox, and Gamecube

It was a great experience learning the process of how to make art for videogames at a professional level.

## Education

### **San Antonio College - San Antonio, TX**

Studied Computer Art & Animation - March 1998 to 2000  
Zbrush, Mudbox, 3D Studio Max, Maya, Photoshop, Illustrator,  
Renderware, Perforce, Microsoft Sourcesafe, and others.

## References

### **High Moon References**

Sean Miller (Game Director) [seanpmiller101@yahoo.com](mailto:seanpmiller101@yahoo.com)  
(760)845-1033

Billy King (Lead Concept Artist) [bking.inc@gmail.com](mailto:bking.inc@gmail.com)  
760)473-4006 *I directly reported to Billy King*

Damon Wilson-Hart (Lead Environment Artist) [damonhart@hotmail.com](mailto:damonhart@hotmail.com)

### **Midway References and THQ:**

Sal Divita (Art Director): [sdivita@gmail.com](mailto:sdivita@gmail.com)

### **Id Software References:**

Pat Duffy (Lead Artist): [pat@idsoftware.com](mailto:pat@idsoftware.com)

Tim Wallace (Lead Environment Artist): [tim@timwallaceart.com](mailto:tim@timwallaceart.com)

Rodriquez Love (Animator): [rodzillatphig@hotmail.com](mailto:rodzillatphig@hotmail.com)

Shinichiro Hara (Animation Director): [sheen3d@yahoo.com](mailto:sheen3d@yahoo.com)

### **The Collective References:**

Kenzie LaMar (Lead Character Artist): [kenzielamar@gmail.com](mailto:kenzielamar@gmail.com)

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