

IZAAK MOODY

www.izaakmoody.com

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Seattle, WA 98112

OBJECTIVE: Apply my formal fine arts education, self-instructed multi-media design knowledge, and industry experience to deliver high quality and creative concept art for the game and film industry.

EDUCATION

IOWA STATE UNIVERSITY

Bachelor of Fine Arts
Emphasis in Digital Art

Ames, IA

Graduated: June 2009

HONORS

- Published in Robotics Magazine IEEE Spectrum for 3D Design
- Published in art culture magazine Hurda Sanat for Concept Art
- Published competitive high-poly character design for the Polycount.com **Brawl** Competition

PROFESSIONAL SKILLS

- **Shipped title:** Actiongram (HoloLens)
- **Shipped title:** Forza 5
- **Shipped title:** Forza Motorsport Porsche Expansion Pack
- **Shipped title:** Forza Horizon
- Strong multi-disciplinary research skills; well-informed on a wide variety of topics (space, vehicle, science, culture, history, military, current affairs)
- Clear communication abilities obtained through leadership positions and work experience.
- **2D,** Adobe Photoshop, Adobe After Effects, Adobe Premiere Pro, Adobe Illustrator CS4, Texturing for 3D models, strong traditional drawing and painting skills.
- **3D,** Maya, 3DS Max, Cinema 4D, Zbrush, UDK, Unity, Octane Render, Topogun, Modeling/optimizing low poly meshes for in game engine use.

WORK EXPERIENCE

Microsoft Studios (HoloLens/Windows MR), Redmond, WA, *Art Lead/Concept Artist* (August 2014 - Current)

- **Actiongram,** Lead a team of 6 artists and multiple offsite teams to develop one of the first **Augmented Reality** apps for Microsoft's HoloLens.
- Currently working on **Unannounced VR Title.**
- Acting Art Director for our team. Delivered Concept Art for each character and prop in the Actiongram.
- Built the art team from the ground up by hiring top talent in 3D Art, Tech Art, Animation and VFX.
- Clearly shared artistic vision with Windows NEXT leadership and played a key role in shipping our app.

Microsoft Game Studios Turn 10, Redmond, WA, *Vehicle Artist* (January 2012 - October 2013)

- **Forza 5,** Helped influence the look and quality of in-game cars
- Modeled detailed parts for DLC cars included in the Porsche Expansion pack released May 2012.
- Responsible for final polish of in game vehicles, including shader setup, modeling and physics.

Quality Automation (QA) Graphics, Ankeny, IA, *3D Artist* (June 2010 - June 2011)

- Developed high-end 3D graphics, custom animations, and specialized flash applications for major commercial customers, working within strict deadlines, challenges, and variable design requirements.
- Responsible for designing, modeling virtual Architectural environments

Virtual Reality Applications Center, ISU, Ames IA, *3D/Concept Artist* (August 2009 - June 2010)

- Developed 3D assets and concept art for an educational video game designed to teach kids biology.

Virtual Reality Applications Center, ISU, Ames IA, *Art Director* (April 2007 - June 2009)

- Directed development and execution of level design for major military-funded Battlespace Project: "Warrior Training First Person Shooter", which interfaces with ISU's six-sided "C6" virtual environment to provide trainees an immersive, visually surrounding virtual combat experience.

FREELANCE EXPERIENCE

Simian Design, *Concept Artist* (April 2015 - March 2017)

- Created concept art for **Breaking Benjamin's** sci-fi themed music video Ashes of Eden .

Signet Games, *Concept Artist* (April 2015 - March 2017)

- Created visuals for upcoming (yet to be announced) board game.
- Art included characters, vehicles and box illustration.

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Timbre Interactive, Concept / 3D Artist (June 2014 - December 2014)

- Helped create a visual style for the successfully Kickstarted game "**Sentris**".
- Designed and built several environments to be used in the game.

Liquid Development, Concept Artist (May 2013)

- Created background illustrations and concepts for an upcoming game.

Tombolo Interactive, Concept Artist (April 2012 - April 2013)

- Created the look and feel of an upcoming "undisclosed video game title" set to release at the end of 2012.
- **Disney**, undisclosed ride interactive display graphics for Disney theme park.
- Worked with title leads to design environments and characters for the game.

LEADERSHIP EXPERIENCE

Digital Art Club, Ames IA, Co-Founder (June 2008 - December 2008)

- Co-founded Iowa State's first digital art club (DAC), cultivating its growth by mentoring, guiding, and instructing 15+ members in weekly work sessions.