

## Eric Foos

### **Game Environment Design, Modeling, Texturing, Art Direction**

Online Portfolio: [www.ericfoos.com](http://www.ericfoos.com) | [www.linkedin.com/in/ericfoos](http://www.linkedin.com/in/ericfoos) | [eric@ericfoos.com](mailto:eric@ericfoos.com) | 419.559.1196

Artist and Designer with achievements in management and creation of environments, characters, GUI and animation. Extensive background in game and VR production with the proven history and desire to grow with a team and maintain long term relationships.

Promote and cultivate productive bonds with professionals at all levels and disciplines in-house and off-site. Resolve differences through collaboration, effectively exchange and embrace constructive criticism through strong communication and interpersonal skills.

Direct and multitask effectively under pressure, balancing the production of high quality art with speed of delivery. Proven ability to adapt and succeed in a dynamic environment, accept and promote change to improve quality, productivity and performance.

### **PROFESSIONAL EXPERIENCE**

#### aboutGolf® - Maumee, OH

aboutGolf is the world leader in indoor simulator technology, producing games for entertainment and instruction including: aG Games™, PGA TOUR® Simulators and aboutGolf® Simulators.

##### **Art Director:** Jan 2011 - present

- Formulate the concepts, designs, specifications and production schedule of all art assets including environments, props, characters and UI designs; provide direction, critique and training to all art team members; consistently deliver visually cohesive products on schedule.
- Identified creative bottlenecks and determined tools and processes to reduce game environment production costs by over 50%.
- Evaluated and determined the use of Unity to make our entertainment initiative possible, leading to the release readiness of five new titles within twelve months without engaging the development team.
- Direct collaboration with the development team, continually heading up R&D efforts to improve our graphics and gameplay features within our proprietary pipeline.
- Lead marketing initiatives with the concept and design of digital and print promotional materials ensuring a high quality, consistent identity for our global market.

##### **Art Department Manager:** Aug 2003 - Dec 2010

- Identified and implemented processes to streamline our art to engine pipeline, resulting in a 30% increase in production of completed game environments per year.
- Major contributor to the integration of the Emotion FX animation system into our pipeline, collaborating with in-house developers and the software authors, Mystic Game Development.
- Lead look-dev and collaborated with the development team to implement new rendering features including normal and specular mapping, HDR lighting, tone mapping, light bloom and glare.
- Manager and Art Lead for all environments, props, characters, animation, UI and marketing materials for our first real time 3D PC game "The Infamous 18".

#### WEVR, Inc – Venice, CA

WEVR, previously known as WemoLab, is creating a virtual reality community and provides a VR media deliver system for aspiring and professional creatives.

##### **Senior Artist:** Sept 2015 – April 2016 (freelance, remote)

- Designed, modeled and textured interior environments and props for **Gnomes & Goblins**. A room scale VR experience for the HTC Vive created by Jon Favreau. Released 09.08.2016.

#### Friendly Software - Maumee, OH

Producers of numerous PC games including: Microsoft Golf, Greg Norman Ultimate Challenge and World Tours Golf, which is the world's most widely distributed PC golf game.

*PROFESSIONAL EXPERIENCE (continued):*

**Lead Artist:** Sept 2001 - July 2003

- Established the look of environments, characters, animation, UI and marketing for the PC game "ToonGolf".
- Collaborated with the development team to help determine the spec, establish the art to engine pipeline and build our proprietary real time 3D engine from the ground up.

**2D / 3D Artist:** Sept 1999 - Aug 2001

- Spearheaded the migration of our studio from a pre-rendered 2D game engine to real time 3D.
- Contributed to proof of concept pitches and project proposals to achieve funding for future PC game production.

**PUBLISHED TITLES** (with aboutGolf & Friendly Software):

- **PGA TOUR Simulator 1200 Series** – New courses, ranges, game modes, club fitting and improved tracking.
- **Fli™** – Content and device management for multiple platforms.
- **aG Portal™** – Smart Simulator content delivery & management system.
- **Skeeball** – Arcade style golf skill game for use in simulators.
- **Mystery Reef™, Galactic Greens™, Lost Lagoon™** – Creative spin on classic mini golf, with beautiful interactive environments and addictive gameplay.
- **PGA TOUR Simulator 1100 Series** – Performance optimizations, improved lighting & reflections, time-of-day.
- **PGA TOUR Simulator 1000 Series** – Focus on entertainment and competition; production value improvements including particle FX, motion trails, dynamic cameras, in game advertising and GUI enhancements.
- **ARCHIVE OF PREVIOUS PUBLISHED TITLES:** (details available upon request)

PGA TOUR Simulator 900 Series	aboutGolf: Golf Channel PGA TOUR Venue Collection
PGA TOUR Simulator 820 Series	aboutGolf: The TPC Collection
PGA TOUR Simulator 790 Series	aboutGolf: The Carolinas Collection
PGA TOUR SIMULATOR 700 Series	aboutGolf: St Andrews Collection
PGA TOUR Simulator 618 Series	aboutGolf: The Pebble Beach Collection
AGL Simulator 518 Series	The Infamous 18
AGL Simulator 400 Series	ToonGolf
AGL Simulator 300 Series	World Tours Golf
aboutGolf: The Continental Collection	Mytle Beach TOUR

Center for Teaching, Learning & Technology - BGSU, Bowling Green, OH

University center dedicated to supporting faculty, staff, and graduate students who strive to achieve excellence in teaching through innovation, collaboration and creative solutions.

**2D / 3D Artist:** Mar 1998 - Sept 1999

- Created 3D models and animation for various university promotions and corporate projects, helping to secure funding for new software and hardware.
- Trained faculty and students in many areas, including 2D and 3D graphics.

**EDUCATION:**

Bowling Green State University, Ohio

- Bachelors Degree of Fine Arts - 1999
- major: Computer Art, focus on 3D Modeling and Animation | minor: 2D Studies, focus on Illustration

**TECHNICAL PROFICIANCY:**

Maya, Unity, Unreal, Marmoset, ZBrush, xNormal, Crazy Bump, Quixel, Mari, Speedtree, Adobe Creative Suite and more.