

JOSEPH PIKOP, ARTIST

web somuchmonsters.com
phone 617.281.6947
email joe@joepikop.com

EXPERIENCE

TINY GIANTS

thosetinygiants.com

Mar 2017 - Present

Riot Games

ARENA.net

Artefact

FOUNDER / ART DIRECTOR

Art Director / Facilitated discovery workshops, established style guides and mood boards with clients, provide feedback based on gameplay/art goals

Artist / Created assets to establish art bars and best practices, iterated on client's assets

Technical Artist / Planned pipelines and execution, authored shaders

MOTIGA

motiga.com

Jul 2012 – Mar 2017

Gigantic

LEAD CHARACTER ARTIST

Artist / Worked in cross discipline teams to develop new characters from design to completion, curated Gigantic's character art style and execution

Manager / Fostered a flat hierarchy across the art team, key contributor for hiring across disciplines, managed outsourcing

Researcher / Developed look and implemented Gigantic's shading style, prototyped and guided tool development for both 3D modelers and animators

Mentor / Coached teammates both on and off character team

FUTUREPOLY

futurepoly.com

Jan 2010 - Jan 2017

INSTRUCTOR

Teacher / Taught live classes focused on ZBrush character pipeline, developed curriculum agnostic to skill level, catered individual training to student's needs, reviewed portfolios of students to keep them on target

ARENA.NET

arena.net

May 2008 – Jul 2012

Guild Wars 2

CHARACTER ARTIST

Artist / Worked in cross discipline team to develop new creature encounters from design to completion, prototyped shaders and FX

Teacher / Taught weekly ZBrush classes to broaden skillsets, created video tutorials on asset authoring, 1:1 training to modernize the art teams skills

Manager / Worked with creature team to manage outsourcing

ROCKSTAR NEW ENGLAND

rockstarnewengland.com

Aug 2005 - May 2008

Bully: Scholarship Edition

Empire Earth 3

Unannounced Titles

CHARACTER ARTIST

Artist / Worked with the art team to create characters, prop and FX, created scripts for automation

Researcher / Researched and implemented normal map pipeline

Teacher / Trained other artists in Zbrush, Mudbox and rigging

Manager / Managed outsourcing production and single player assets

TURBINE INC.

turbine.com

Sep 2004 – Aug 2005

Lord of the Rings Online

D&D Online

PRODUCTION ARTIST

Artist / Created assets for characters and environments, integrated outsourced assets, created FX meshes and particle systems

VARIOUS

Jan 2002 – July 2012

League of Legends

Heroes of Newerth

Savage 2

CONTRACT ARTIST

Artist / Sculpted, modeled and textured assets for characters and environments

PROFILE

Artist, Mentor and Teacher equally interested in creative and technical challenges

A pretty swell guy who just wants to create the best experiences possible

SOFTWARE

ZBrush, Mudbox, 3DS Max, Maya, TopoGun, Photoshop, Painter, UE3, UE4, Unity, Adobe XD, Illustrator