

Profile

Hector Moran

3d/2d Artist

Born in Mexico City on December 21 of 1979.

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Work Experience-

Currently Freelancing for multiple clients in the US, Europe and Mexico.

Recent Freelance Projects-

Kingdom Death Sculptures, Relic Knights Sculptures, League of Legends character skins, and Sunfox Games cutscene character models (images on my websites)

Sproing Interactive GmbH. <http://www.sproing.at> , Head of Art (Feb 2009, 2012)

Started as Lead Artist and became Head of Art in August 2010.

Fit in Six (2011) – PS3 and Wii fitness title for Ubisoft co-developed with Ubisoft Germany (BlueByte). Was in charge of production for key parts of coach character production, Wii character ports and supervision for the majority of the game's environments.

Dance! It's Your Stage (2010) – Wii, XBLA and PC title for DTP Young. Completed in an 8 month timeline. Was in charge of art direction while making production assets for several characters and managing outsourcing.

Mountain Sports (2009) – Wii title made for Activision. First Sproing title as Lead Artist completed in six months of production. Designed and executed key-art, character design and 3d versions along with supervision, majority of art direction and outsource management.

As both **Lead Artist** and **Head of Art** at Sproing I've completed three titles for big and medium size publishers. My duties in both roles have included creation of key-art and key assets along with documents such as Style Guides and Outsource briefings. Supervision, quality approvals, tutoring and mentoring of artists and other managerial tasks have been part of both roles. As Head of Art I've taken up recruiting of new artists and other HR related activities such as performance reviews. Key-art for project pitches, ranging from concept art to game-play screenshots and mockups is also part of the duties.

Various Clients, Freelance Character Artist (2008, Current)

From time to time since 2008 I've built a small but steady client base for whom I create character assets. The clients range from tabletop RPG games such as <http://kingdomdeath.com> for whom I've built sculpted characters to be printed, cast and reproduced from zbrush sculpts. Others include human data scan cleanup and touch up jobs for modern art installations, <http://www.castyourart.com> . Currently I'm also

making key character assets for high production value gambling games which are highly popular and profitable in Austria and other countries.

SAE, Quantum Institute of Vienna, <http://wien.sae.edu> , Modeling and Sculpting Teacher (Fall 2009 and 2010)

Taught modeling and Zbrush to media students for two semesters. Put together lesson plans, workshops, project assignments and graded student projects.

Streamline Studios. www.streamline-studios.com , Lead Artist (2005- May 2008)

Started work as environment artist for outsource portion of **Saints Row**.

Was soon promoted to Lead Artist and worked as such for multiple projects including: **HoopWorld** – Collaborated with Studio Art Director on the creation of a style and style guides for the project. Supervised art creation for the game. Designed, textured and supervised the execution of the larger portion of the cast of characters and created various marketing materials for the project including comic strips, illustrations and beauty renders.

Overlord – Supervised the outsourcing portion of the project composed of multiple characters and environments with full in-game integration, including the Overlord Tower, Catacombs, Ancient Elvin Ruins, Gothic Halls, and Lava Environments.

Designed and textured the two Overlord's mistresses, Rose and Velvet, also worked on designs for other characters such as the Succubus and Fallen knight.

Battlefield 2142 - Supervised the creation of player achievement graphics.

Also worked on other unannounced and/or cancelled titles, internal projects, filled in for art supervision of other studio projects during short periods of time and collaborated to parts of the studio's demo reels.

Also worked in other not yet disclosed projects during 2007.

Duties and responsibilities also included collaboration with HR and other departments for the Hiring and management of art staff by means of interviews, reviews, training, and probation programs. Also co-organized extra activities for the art staff such as in-house figure drawing sessions among others.

Studio F- 3d Artist. www.studiofonline.tk (2004-2005)

Created 3d assets in collaboration with studio's owner/founder Francisco Ruiz.

Pin Ups Co. Co-founder and Artist. (2004)

Started production of a series of digital paintings in Pin Up style to be sold as posters through the company's website.

Laredo Entertainment Center <http://www.laredoarena.com>, Freelance Animator. (2003-2004)

Created 3d animated one minute intro and short animations (Jumbotrons) for the Arena's Hockey team (www.laredobucks.com) and also for the Football team (www.laredolaw.com). The packages included full pipeline workflow starting from preproduction art all the way to compositing.

Third Eye Design Group www.3idzn.com , Freelance Animator and Storyboard Artist (2003-2004)

Created 2d and 3d animated spots for Miami Heat in game graphics for the current season. (Jumbotrons). Also produced storyboards for Latin-American TV spots.

Finale Studios www.finalestudios.com , Concept Artist, Lead Modeler, Rigger. (2001-2002)

Responsible for concept development, storyboarding, and directing of commercial spots for Studio's demo reel and Marvel Comics' Wolverine 3d Pitch. I was also responsible for most character modeling and rigging.

Third Eye Design Group www.3idzn.com , Freelance Animator. (2002)

Created 2d and 3d animated spots for Miami Heat and Sol in game graphics (Jumbotrons).

Golden Parachute Productions, Storyboard Artist. (2002)

Worked as storyboard artist with director Guy Manos (Director of Drop Zone with Wesley Snipes) for movie pitch animated storyboards.

Mind Juice Creative Group, Concept Artist, Character Modeler and Sculptor. (2001)

Responsible for character development for animated series pitch, Ga-Sing project, character modeling, and sculpting mini-statues of main characters.

Education and Awards-

International Fine Arts College in Miami.

-Bachelor of Fine Arts in Computer Animation. Graduated with Honors, Best Portfolio and Demo award winner.

-Featured artist of the month in zoorender.com.

-Works featured in cgtalk.com and highend2d.com.

-Featured on cgtalk's front page in January of 2003. and once more in January of 2004.

-Featured artist (Modern Pin Up Girl piece) in the upcoming Expose 2 art book.

-Concepts works featured on the cover of Power Unlimited (Dutch edition) and on the interior of other Dutch and international gaming magazines.

-Featured artist in Exotique 3 from Ballistic Publishing.

-Guest Lecturer at Pixel 4 and Pixel 5, the largest computer conference in Austria.

Skills-

Professional level sculpting and illustration abilities,

Proficiency in Autodesk's Maya and 3Ds Max, Adobe's Photoshop, Illustrator, After Effects, Premiere, Corel Painter, Zbrush, Mac Os, and Windows.

Ability and experience in managing, directing, and training art teams while producing art assets.

References

Available on request.