


KARL HOLBERT

3D MODEL AND TEXTURE ARTIST

CONTACT

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EDUCATION

Ringling School of Art & Design
Bachelor of Fine Arts
Computer Animation
With Honors 1999

SKILLS

- 3DS Max
- Maya
- Adobe PhotoShop
- Hand Painted Textures
- Experienced at Working With Engine Specific Tools and Level Editors
- Jira
- Alienbrain
- Perforce

PERSONAL INTERESTS

- Game Art, Texture Painting
- Architecture
- 18th Century History
- Mid-Century Tiki Culture
- WW1 Aviation

PROFESSIONAL EXPERIENCE

Lead Artist/Art Director • WIZARD 101 KINGSISLE ENTERTAINMENT / 2010-PRESENT

- Manage a large team of animators, character artists, environment artists, concept artists, fx artists, and contractors.
- Direct the visual look of Wizard 101.
- Work with other departments to make sure content is delivered on time and to the required specifications.
- Develop innovations in the game to keep revenue up and players engaged.

Senior Artist • WIZARD 101 KINGSISLE ENTERTAINMENT / 2006-2010

- Modeled, textured, and lit all aspects of game environments.
- Worked with a small team of artists to establish a cohesive visual style.
- Worked with programmers to develop a lighting system and a system for portaling levels.

Senior/Lead Artist • CONTRACT WORK CRITICAL MASS INTERACTIVE / 2005-2006

- Lead a team of artists.
- Dealt directly with producers and clients.
- Modeled and textured environments and objects for current and next gen console games.

Clients: Nintendo, Activision THQ, Majesco, EA, NASCAR

Games: Metroid Prime 3, Over The Hedge, The Outfit, Jaws Unleashed

Associate Environment Artist EDGE OF REALITY / 2002-2005

FEAR & RESPECT (*unpublished*)

- Modeled and textured vehicles, weapons, and environments.

SHARK TALE

- Modeled, textured, and lit environments to match unique and original concept work from DreamWorks SKG.

PITFALL; THE LOST EXPEDITION

- Modeled, textured, and lit vehicles and environments.
- Established a look for the ruins and vehicles.
- Taught hand painted texture techniques.

Environment Artist • SPONGEBOB SQUAREPANTS KALISTO STUDIOS / 2001-2002

- Modeled and textured environments.

Environment Artist RETRO STUDIOS (NINTENDO) / 2000-2001

RAVENBLADE (*unpublished*)

- Modeled and textured levels and environmental objects.

CAR COMBAT (*unpublished*)

- Modeled and textured vehicles, environmental drop-in objects, and weapons.

Teaching Assistant RINGLING SCHOOL OF ART & DESIGN / 1999-2000

Taught classes in basic video production as well as assisted in teaching other subjects.

REFERENCES AVAILABLE UPON REQUEST