

Chonny Uth

Art Manager

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Professional Overview

- 10+ years of leading teams in creating high quality art and game assets
 - 15+ years of industry experience, including PC, Console, and Mobile development
 - Direct, hands-on experience bringing PC and Mobile titles from concept to live production
 - Genre experience includes MMOs, MOBAs, 4X, and Mobile Action/Strategy
 - A career focused on maintaining a high visual bar with performance and technical limitations considered
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Primary Goals

To deliver optimized and functional AAA-quality visual assets from an art organization that works closely with other development disciplines.

To foster an attitude of positive growth, collaboration, and career advancement for artists.

Studio Experience

WB Games, Boston - Needham, MA

Game of Thrones: Conquest

Art Manager, 3D - January 2019 - present

- Oversee art production and the delivery of game assets for Game of Thrones: Conquest
- Manage the art teams to create and implement content for game features and live production
- Provide feedback on work, establish visual targets, and steer aesthetic direction of game features
- Staff and support a multi-disciplined art team through career growth, mentorship and team building
- Manage external relationships with publishing groups, license holders, and outsourcing vendors

Lead Artist, Technical and 3D - January 2017 - January 2019

- Led the Technical Art, Animation, VFX, and 3D asset teams
- Worked closely with the Art Director to plan, distribute, and shepherd tasks to completion
- Monitored game performance and pursued optimization methods for art assets
- Facilitated studio-wide collaboration with artists to deliver high quality assets

Batman: Arkham Underworld

Staff Technical Artist\ VFX Artist - November 2013 - January 2017

- Pioneered Unity development and established the art development pipeline
 - Created VFX and particle systems for mobile platforms
 - Monitored and managed game performance, in addition to mentoring junior members of the team
 - Facilitated collaboration between artists, designers, and engineers
 - Provided support for artists to make the most optimal and efficient assets
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Turbine, Inc. - Needham, MA

Dungeons and Dragons Online **Lord of the Rings Online**

Senior Technical Content Artist March 2010 – November 2013

- Operated as the Technical Art consultant for development and production, provided resource costing and planning for multiple projects
- Lead, mentored, and task managed junior level Technical Artists
- Performed high-level rigging tasks
- Provided continual assistance for the Art Directors on technical specification
- Havok Cloth setup, Ragdoll setup, Destruction system work
- Process planning for new systems, spearheaded new projects

Studio Technical Artist April 2006 – March 2010

- Multi-platform and project development, direction, and support
- Provided technical planning and team guidance
- Tasks included character rigging and development, asset integration and setup
- Maintained performance monitoring and art data structure standards

Administrative Animator September 2005 - April 2006

- Collaborated with lead and staff animators on character animations
- Adjusted replicated avatar animations, created secondary animations
- Polished all humanoid animation suites prior to the launch of Dungeons & Dragons Online

Titles Credited

Game of Thrones: Conquest	Batman: Arkham Underworld
Dungeons & Dragons Online	Lord of the Rings Online: Shadows of Angmar
Dungeons & Dragons Online: Eberron Unlimited	Lord of the Rings Online: Mines of Moria
Dungeons & Dragons Online: Menace of the UnderDark	Lord of the Rings Online: Riders of Rohan

Software Experience

- Extensive development in **Unity**, including subpackages
 - Developer certification, 2016
- Advanced skill set with current and classic versions of **Maya**
- Professional expertise with **Photoshop** and other **Adobe** products
- Familiar with **Motionbuilder** for retargeting character animations
- Experience with **Havok** Behavior, Cloth, Ragdoll systems
- Extensive experience with version control and production tools, including but not limited to: Perforce, Test Track Pro, Hansoft, Atlassian products (JIRA, Confluence)