

JOHN BROADWAY

3D Modeler / Technical Artist

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EXPERIENCE **BAKER HUGHES** May 2013 – present | Houston, TX

UI/UX Designer

Projects: Internal software for PC

- » Worked to increase learnability and efficiency of internal software to save training and operations costs
- » Gathered requirements from user interviews and delivered interface designs incrementally with wireframe mockups, pixel perfect development guides, and interactive Flash/AS3 prototypes
- » Worked closely with developers to ensure proper implementation of designs
- » Conducted usability testing as part of design iteration process
- » Authored Illustrator scripts to automate repetitive tasks for UX team

OSCAR MIKE GAMES February 2011 – August 2012 | Houston, TX

3D / 2D / UI Artist

Projects: Left Bee-Hind, Bloxus, My Vampire Boyfriend, Spellslingers, unannounced titles for iOS/Android

- » Played a strong role in deciding the visual identity of all projects through creation of concept art, production of 2D and 3D assets, and user interface design
- » Authored Photoshop scripts and Action sets to automate repetitive processes for art team
- » Quickly developed proficiency with Shiva3D engine

PI STUDIOS May 2008 – January 2011 | Houston, TX

3D / 2D Artist

Projects: Call of Duty: Black Ops, unannounced titles for Xbox 360/PS3/iOS

- » Created concept art and next-gen assets
- » Used proprietary toolsets provided by clients to create complex scripted content, enabling technical art lead to focus on other tasks to meet milestone deadlines

Lead Artist

Projects: Quake Arena Arcade for Xbox 360

- » Achieved proficiency in Flash and ActionScript 2.0 primarily through documentation, enabling me to maintain and augment a ScaleForm UI system
- » Concepted and created UI assets, Achievement icons, high-res weapon textures, variant model skins, and various promotional artwork
- » Proposed and implemented many new UI features including a How To Play section, fully customizable controller settings, and Match Results screen with minimal code support
- » Worked closely with coders to make the UI compliant with all technical requirements for XBLA certification and EFIGS-J localization
- » Provided Flash/ActionScript training and support to other project teams, enabling the company to expand their use of ScaleForm to other projects
- » Represented the Quake Arena Arcade project at the company's QuakeCon booth

EDUCATION **RICE UNIVERSITY** August 2005 – January 2009 | Houston, TX

B.S. in Electrical Engineering (Computer Engineering specialization)

TECHNOLOGY 3D Studio Max // Photoshop // Illustrator // Flash/AS3 // Unity // UDK // SVN // Shiva3D