

Thomas Hamilton thomashamilton@hotmail.com

<http://www.thomashamiltonart.com>

Software: Maya | 3D Studio Max | ZBrush | Substance | Photoshop | MEL(C++) | Python | Radiant | Perforce | AlienBrain | Premiere | Vegas | CrazyBump | Xnormal | RoadKill | Mental Ray | SpeedTree | Lightwave | After Effects

Skills:

-Multi-Platform Console development
-High to Low poly Normal Transfer
-Baked & Real-time Lighting
-MEL/Python scripting

-Management experience
-Organic & Architectural Modeling
-Image Based Lighting
- Technical Problem Solving

- Scrum Project Management
-Texture Artist/UV Mapping
-Material & Shader Creation
-Strong Traditional Art Background

Experience:

Raven Software (Activision/Blizzard) Middleton, WI

Oct 2011- Present

- **Lead Environment Artist**
 - [Call of Duty: Infinite Warfare](#)
 - [Call of Duty: Black Ops III](#)
 - [Call of Duty: Advanced Warfare](#)
 - [Call of Duty: Ghosts](#)
 - [Call of Duty: Modern Warfare 3 DLC](#)

Double Helix Games/Foundation 9 Entertainment Irvine, CA

Oct 2007-Sept 2011

- **CG Supervisor**
 - [Battleship](#) (X360/PS3/PC)
- **Lead Environment Artist**
 - [Front Mission: Evolved](#) - (X360/PS3/PC)
 - [G.I. Joe : The Rise of Cobra](#) - (X360/PS3/Wii/PS2/PSP)

Shiny Entertainment Newport Beach, CA

Nov 2006-Oct 2007

- Senior Environment Artist**
- [The Golden Compass](#) - (X360/PS3/PC/Wii/PS2/PSP)

The Collective Newport Beach, CA

Jan 2003-Nov 2006

- **Lead Environment Artist**
 - [The Da Vinci Code](#) - (PS2/Xbox/PC)
- **Senior Environment Artist**
 - [Star Wars Episode III : Revenge of the Sith](#) - (PS2/Xbox)

Cinemaware Burlingame, CA

Sept 2002-Jan 2003

- **Environmental Artist/Lighter**
 - [Defender of the Crown](#) - (PS2)

Page 44 Studios San Francisco, CA

April 2001-Sept 2002

- **Environmental Artist/Level Designer**
- [Freekstyle](#) - (PS2/GameCube)

Communities.com Cupertino, CA

Sept 2000-Feb 2001

- **Artist**
 - [Project Passport](#) - (Online Visual Chat)

Jordan Valley Park Springfield, MO

Nov 1999-Jun 2000

- **Art/Technical Director**
 - [JVP Visualization Project](#) (3D Architectural Reconstruction)

Awards: Summa Cum Laude graduate, Phi Eta Sigma Honors, Golden Key Honor Society, 10 semesters on Dean's List, National Honor Society, Honor's Diploma, Freshman Academic Scholarship, Academic Letter, and Seals of Excellence in Math, English, and Foreign Language.

Education: Bachelor of Fine Arts, May 2000, Cumulative **3.91** GPA, **Summa Cum Laude** Missouri State University, Springfield, MO. **References available upon request.**