

Jeff Hanna

Experienced Technical Artist

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Summary

A game industry veteran with over sixteen years of experience as a technical artist and a passion to create superior art tools.

Along with my job I am also a regular speaker at, and board member for, the Game Developers Conference. I am also a board member for Purdue University's School of Technology Industrial Advisory Board.

Specialties

Tools design and implementation, team leadership, outsourcing liaison, pipeline management, training and education.

Experience

Senior Technical Artist III at Volition, Inc.

May 2006 - Present (5 years 9 months)

Hired as an experienced technical artist with strong industry credentials. Has held numerous Technical Artist related positions within the company including Lead Technical Artist and Technical Art Director.

Representative accomplishments include:

Productivity/Efficiency Enhancements

- Designed and implemented all artists tools used to to create the game world
- Identified artist efficiency problems and designed or created tools to solve them
- Migrated pipeline tools from 3ds Max to a new internally developed world editing framework.
- Performed research and development to identify and recommend art tools and technologies that would impact the company

Team Leadership and Management

- Managed a team of other technical artists
- Educated fellow Technical Artists to help aid the adoption of new tools, techniques, and programming languages
- Planned long term schedules for tool development work
- Acted as a liaison with other disciplines, including management, programming, and design

External Support and Training

- Traveled overseas on multiple occasions to educate our outsourcers in how to use our tools to produce game ready assets
- Supported Volition's toolset simultaneously across four projects at two studios

Lead Technical Artist at Mythic Entertainment

January 2004 - April 2006 (2 years 4 months)

Hired as an experienced technical artist with strong industry credentials. Has held numerous Technical Artist related positions within the company including Lead Technical Artist and Technical Art Director.

Representative accomplishments include:

Productivity/Efficiency Enhancements

- Created a streamlined art pipeline for three different projects using MaxScript, JavaScript, VB.NET, and C#. Tools included stand alone editors, Photoshop processing scripts and processing, material, and geometry scripts in 3ds Max.
- Organized the collection and distribution of internal and third party art tools by creating art package

installers that contained all of the necessary software.

- Worked with the 3D engine programmers to design a DX9 based vertex/pixel shader system. Created scripted materials in 3ds max that exposed the shader features to the artists in a familiar way.
- Worked with the 3D engine programmers on the implementation of a real-time particle effect system. Created custom geometry classes in 3ds max to facilitate the creation and addition of particle systems to game art assets.
- Participated in the beta program for 3ds Max 8, representing Mythic's needs and ensuring the software worked within Mythic's established pipeline.

Team Leadership and Management

- Interviewed, vetted, and recommended art outsourcing companies that fit Mythic's criteria. Worked with the outsourcing companies to develop in house and remote art pipeline and tracking procedures.
- Acted as the outsourcing producer for the Emperor project.

Data Security Enhancements

- Specified and proposed a cost effective system for the storage and tracking of all digital assets within the company. Worked directly with the software vendor (Autodesk) towards the goal of implementing the tracking system at Mythic.

Art Director at Lodestone Games, LLC

October 2001 - November 2003 (2 years 2 months)

Recruited as member of original management team for start-up developer. Established art department and provided leadership to artists while coordinating with programmers and designers to maintain project schedules.

Representative accomplishments include:

Team Leadership and Management

- Hired exceptional art team which produced outstanding work on two prototypes for Sony Online
- Entertainment – a car combat game and a fantasy RPG title.
- Established the art department's processes and technologies, including designing tools and overseeing their development; determining software to be used, and creating in-house process and procedure.

Productivity/Efficiency Enhancements

- Developed inexpensive solution to the problem of tracking art assets. Created scripts that integrated 3DS Max with Perforce (which we already owned). System saved approx \$10,000 in initial costs, in addition to ongoing maintenance savings.
- Created numerous tools that saved time and increased productivity – including a graphical front-end which transformed a complex command line DOS utility into a user-friendly, "push-button" tool.

Artistic/Design Contributions

- Developed style guides, championed vision and led creation of all art assets for two massively multi-player online games for Sony.
- Hands-on art and design work, including building 3D levels for Driving Force, environment art for
- Soul Forge and special effects for both titles.
- Managed creation of 2D and 3D art assets for Sony's massively multi-player online game, Planetside.

Associate Art Director at Kesmai Corporation

May 1995 - October 2001 (6 years 6 months)

Hired to assist Art Director, but quickly assumed responsibility for technical aspects of game art to help manager who lacked this knowledge. Promoted to leadership role in 1999. Managed art asset and data formatting for five SKUs.

Technical Challenges Overcome

- * Transitioned art assets to 3rd party engine, determining where 3rd party plug-ins were needed and then working with programmers on additional in-house tool development.

- Resolved complex technical issue of how to use actual Vietnam radar survey data – an area of approximately 1,000 square miles – to create a completely realistic game environment for Air Warrior: Vietnam.

Artistic Achievements

- Improved quality and detail of art work by persuading artists to increase polygon count. Educated them about the capabilities of new game engine.
- Worked with programmers to create the tools and technical specifications for the company's first animations for Multiplayer Battletech. IGNPC.com said "the mechs are very well detailed, well textured models that exhibit fluid movements and well articulated joints."
- Designed pre-game interface for Air Warrior III: Millennium Version and edited opening video sequence for Air Warrior II and III.
- Designed and implemented art specifications for models and texture mapping for three games.

Honors and Awards

3ds Max Master

Autodesk

August 2007

Through this annual program, Autodesk recognizes exceptional Autodesk 3ds Max and Autodesk Maya software artists and technical specialists whose work and dedication have significantly contributed to the advancement of computer graphics.

Publications

Video For Games

Interactivity Magazine May 1, 1998

Authors: Jeff Hanna

A comprehensive review and comparison of three video compression and playback technologies used in game development; Intel Indeo 4.3, Duck TruMotion 2.0, and RAD Game Tools Smacker.

Autodesk 3ds Max 2010 Review

Game Developer Magazine October 1, 2009

Authors: Jeff Hanna

A review of the 3ds Max 2010 modeling and animation package from Autodesk.

Blowing Up the Outside World: Destruction Done the Right Way

Game Developers Conference March 26, 2009

Authors: Jeff Hanna, Eric Arnold

This presentation is an in-depth look at the tools and technologies used to make a truly destructible world for RED FACTION: GUERRILLA (Volition/THQ, 2009). The authors share the lessons they learned and the problems they had to overcome in order to create a truly destructible open world game.

Advanced Tool Creation in 3ds Max

Game Developers Conference March 7, 2007

Authors: Jeff Hanna

This presentation covers 3ds Max's powerful tool creation abilities. The talk highlights the various systems 3ds Max provides for tool development, explore the MaxScript scripting language and the MaxScript SDK, and finally shows how 3ds Max can communicate with external applications to become a part of a larger tool pipeline

Technical Artist Roundtables Game

Developers Conference Authors: Jeff

Hanna

These roundtables have been held at every Game Developers Conference since I first started them in 2008. The three one hour roundtables sessions are group discussions about being an effective technical artist. Topics of discussion include what skills a technical artist should possess, how the role differs from company to company, scripting content

creation applications, shader development, asset management, and improving production pipelines.

Technical Artist Bootcamp

Game Developers Conference March 1, 2011

Authors: Jeff Hanna

A full day boot camp style tutorial I planned and organized for Game Developers Conference 2011. Eight well known and well respected Technical Artists from across the industry each presented one hour lectures about differing topics that were all relevant to game development technical artists. At the end of the day there was a panel style question and answer session with the speakers.

The Game Developer Conference has agreed to host a second boot camp at their 2012 show. The hope is that this will become a yearly feature for the conference.

How to Train Your Technical Artist

Game Developers Conference China December 7, 2010

Authors: Jeff Hanna

The presentation for Game Developers Conference China covers what technical art is, how the discipline brings value to studios, what a studio should look for when hiring technical artists and what schools can do to prepare technical artists for entry into the workplace.

Organizations

Game Developers Conference Advisory Board

Board Member

August 2009 to Present

Purdue University School of Technology Industrial Advisory Board

Board Member

November 2011 to Present

Skills

Team Leadership

Art Pipeline Management

Milestone Scheduling Tools

Development Working with

Outsourcers Python

3D Studio Max

MaxScript

Photoshop

Photoshop Scripting

C#

JavaScript

Education

Purdue University

BS, Computer Graphics Technology, 1993 - 1995

Activities and Societies: Purdue Graphics Society, All-American Marching Band, Kappa Kappa Psi

Service Fraternity

Purdue University

AAS, Computer Graphics Technology, 1987 - 1990

Activities and Societies: Purdue Graphics Society, All-American Marching Band, Kappa Kappa Psi

Service Fraternity