

Jonathan Newberry

Sr. Technical Artist

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About me

I am a 10+ year veteran in the game industry who has made the transition from console, handheld, web, then mobile and back again. Having worked in about every roll and in every stage of production and live operations has given me a unique combination in Artistic and Technical skill with a production mindset. My current focus is Art tools and Pipeline, Graphics and Shaders, and Art leadership and Production. I continue to seek opportunities to learn more and expand my technical leadership and artistic abilities

Projects

Star Wars Uprising (Kabam inc - Sr Technical Artist & Tools)
Unannounced Mobile RPG (Kabam inc - Sr Technical Artist, & Tools)
Dark District (Kabam inc - Technical Artist)
Jump Tanks (Mechanical Butterfly - Graphics & Shader Contractor)
Gunpowder (Rouge Rocket - Graphics & Shader Contractor)
Battlestar Galactica Online (Bigpoint gmbh - Lead Artist)
Ruined Online (Bigpoint gmbh - Sr Artist)
Unannounced Xbox 360, PS3 Rhythm Game (Planet Moon - Sr Material and Shaders Artist)
Disney's Tangled Wii (Planet Moon - Environment Artist)
Drawn to Life Wii (Planet Moon - Technical, Vfx & Environment Artist)
Unannounced Unreal 3 Action Game (Planet Moon - Character & Technical Artist)
Battle Of the Bands (Planet Moon - Rigging & Character Artist)
AfterBurner: Black Falcon PSP (Planet Moon - Vehicle Artist)
Leisure Suit Larry: Island Tale (High Voltage - Game Artist)

Skills

- Unity
- Unreal
- Maya
- Max
- Photoshop
- Substance Designer
- Tools Production
- Art Pipeline
- Art leadership and Mentoring
- Game Production
- Scrum and Agile Development
- C#
- Python
- Mel/Pymel
- openGL
- Cgfx
- HLSL