PHELAN F. SYKES

DIGITAL ARTIST / CHARACTER ANIMATOR

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QUALIFICATIONS SUMMARY

Exceptional knowledge of 3D tools and techniques with a proven track record of superior artistic achievement on high-quality, successful software titles. Particularly adept at conceptualizing design solutions that conform to but also push the limitations of game software platforms. Proven management supervisory experience of 20+ team members, equally strong traditional and technical skills. Readily adaptible to new platforms, technologies and software applications. Gamer.

FULL-TIME EMPLOYMENT HISTORY

- **Sony Online Entertainment — San Diego, CA — 03/2005 - Present**

Everquest 2: Rise of Kunark, PC 2007, [Senior Animator]
Cash Guns Chaos, PSP / PS3 DL 2007. [Senior Animator]
Field Commander, PSP 2006, [Lead Artist]

- **Point Of View, Inc. — Irvine, CA — 08/2004 - 12/2004**

Fear Factor Unleashed, PS2 / XBOX 2005. [Lead Technical Animator]

- **Sigil Online Games — Carlsbad, CA — 06/2004 - 08/2004**

VANGUARD: Saga of Heroes, PC MMO 2005. [Senior Artist]

- **Rapid Eye Entertainment — San Diego, CA — 09/2001 - 04/2004**

NEO-PETS, Playable Demo, PC 2004, [Character Animator]
LORDS of EverQuest, PC 2003, [Art Director]
The Good Life, MMORPG, PC 2001 [Art Director]

- **New World Computing / The 3DO Company — Agoura Hills, CA — 04/1996 - 09/2001**

Might and Magic IX, PC 2001, [Art Director]
GoDai Elemental Force, PS2 2001, [Cinematic Artist]
Heroes of Might and Magic, PS2 2001, [Cinematic Artist]
WDL Thunder Tanks, PS2 2001, [NWC Art Lead]
ArmyMen: Arcade Blast, PS1 2001, [Cinematic Artist]
Legends of Might and Magic, PC 2000, [Cinematic Artist]
Might and Magic VIII, PC 2000, [Cinematic Artist]
Heroes of Might and Magic 3: Armageddon's Blade, PC 1999, [Senior Artist]
Heroes of Might and Magic 3, PC 1999, [Art Director]
Might and Magic VI, PC 1998, [Cinematic Artist]
Heroes of Might and Magic 2, PC 1996 [Character Animator]

- **Hurricane Graphics, Inc. — Yorktown, VA — 01/1995 - 04/1996**

Subterrane, PC 1996, [Art Director]

CONTRACT EMPLOYMENT HISTORY

- Liquid Development — Portland, OR — 02/2007 - Present
Contract Art Asset Production

- Race Studios, Inc. — San Diego, CA — 07/2006 - Present
Technical Art Consulting & Contract Art Asset Production

- New Riders Publishing — Indianapolis, IN — 02/2004 – 09/2004
Game Character Development with Maya, **ISBN 073571438X, 2004 [Technical Editor]**

- Vivendi / Univeral Interactive — Los Angeles, CA — 01/2002 – 07/2004
Van Helsing, **PS2 & XBOX 2004 [Contract Artist]**
2 Fast 2 Furious, **PS2 & XBOX 2004 [Contract Artist]**
Battlestar Galactica, **PS2 & XBOX 2003 [Contract Artist]**
Lord of the Rings: The Fellowship of the Ring, **PS2 & XBOX 2002 [Contract Artist]**

- INTERGRAPHX — Pasadena, CA — 11/2002 – 12/2002
Low-poly character and environment modeling / texturing for Wireless applications

- Max Ink Cafe — Venice, CA — 04/2001 – 05/2001
High resolution character modeling

- Dunrite Productions — Westlake Village, CA — 08/2000 – 04/2001
International Broadcast Title Animations

EDUCATION:

AnimationMentor.com   **Diploma in Advanced Character Animation Studies**, September 2006

Watts Atelier, Encinitas, CA   Traditional Drawing & Painting Studies, 2001 - present

Christopher Newport University   **BFA, Summa Cum Laude**, 1993

Rhode Island School of Design   Foundation Program, 1989 – 1990

SOFTWARE EXPERTISE:

Alias|Wavefront Maya
3D Studio Max, Character Studio, Bones Pro, VRAY, Cloth Extention
Alias|Wavefront MotionBuilder
Adobe Photoshop
Adobe After Effects
Maxon BodyPaint
Corel Painter
ZBrush & Mudbox
UnrealEd & Dev Tools

INDUSTRY RECOGNITION & HONORS

Gamasutra Featured Artist, May 2002
Siggraph 2001 – Cinematic work featured in Computer Animation Festival
Discreet Games Showreel 2001
Featured in Jon Bell's *3D Studio MAX 2.5 F/X and Design* 1998

PERFORMANCE AWARDS:

MVP Award, NWC Division, The 3DO Company 1999
Outstanding Leadership Award, The 3DO Company 1997

PORTFOLIO / ETC

References furnished upon request; Demo Reel and complete digital and analog portfolios available online at: www.phelansykes.com

## SONY ONLINE ENTERTAINMENT : 3/2005 - PRESENT

Title: EverQuest II: Rise of Kunark (PC) 2007
Position: Senior Animator

Created character rigs and controls for fantasy character and monster models. Keyframe animated complete animation sets including all movement, attack, reaction and death motions. Exported animations and set up final proprietary data for in-game application. Modeled, textured and skinned creatures using Maya, Zbrush3 & BodyPaint. Built shaders and exported final data.

Title: Cash Guns Chaos (PSP, PS3 DL) 2006
Position: Senior Animator

Rigged and skinned all 8 cinematic characters for full facial animation, designed efficient blend shape libraries for lip sync and hand-keyframed 80+ performance animations for all in-game cinematics. Modelled, textured, rigged and animated in-game characters. Designed, modelled and textured main weapon models, created weapon muzzle, projectile and impact effects. Responsible for all weapon pick-up and power-up icons.
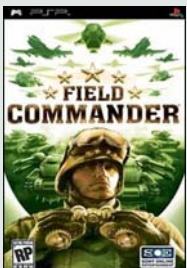
Title: Field Commander (PSP) 2006
Position: Lead Artist

Managed team of 8 artists in creation of military turn-based strategy game. Designed proof-of-concept unit designs, created art pitch and style guide, hired and directed outsource concept artists. Conducted all technical R&D on animation systems and shaders, worked directly with graphics programmers to develop tools and asset pipelines. Solely responsible for designing and executing both pre-rendered Intro and Outro Cinematics, 23 original character portraits and 36 faction logos. Created environment models and textures, GUI and front end UI graphics, marketing materials, and 14 load screens. Handled all graphics optimization, localization and QA tasks. Oversaw all Art Direction on the project, including scheduling art tasks and delivering milestone assets on time for the duration of the project.

POINT OF VIEW, INC. : 8/2004 - 1/2005

Title: Fear Factor Unleashed (PS2, XBOX) 2005
Position: Lead Technical Animator

Worked directly with Lead Programmer to define art asset pipeline, troubleshoot technical issues and develop new feature-sets for use within POV Lib 4.5. Created new playable character models and props, handled all level lighting using radiosity algorithms baked into vertex lighting and built efficient collision geometry.   Organized animation list for multi-mode action-platform console models, directed motion capture shoot, cleaned up and pose-blended resulting data within Motion Builder. Created keyframe character animations where motion capture data was unavailable.

SIGIL ONLINE GAMES : 6/2004 - 8/2004

Title: Vanguard: Saga of Heroes (PC MMO) 2005
Position: Senior Artist

Created detailed terrain heightmap for entire continent of Lothenland using proprietary tools and Unreal 2.5 Editor, generated new brush toolsets for editor and provided feedback on tool functionality improvements. Built preliminary static mesh geometry for point-of-interest areas using A|W Maya. Consulted on motion capture integration and provided character rigging, skinning and animation instruction to junior artists.

RAPID EYE ENTERTAINMENT : 9/2001 - 4/2004

Title: Neopets (PC MMO) 2004
Position: Character Animator

Cleaned up low-poly character model geometry; rigged, skinned and keyframe animated cartoony characters for PC-based MMO playable demo. Worked with tools programmer to iron out animation export issues and design procedural material effects.

Title: LORDS of EverQuest (PC) 2003
Position: Art Director

Directed team of 9 artists in creation of fantasy-genre RTS. Worked directly with programmers to define and troubleshoot art asset creation pipeline and develop tools to integrate cutting-edge effects. Responsible for overall look and consistency of all visual elements, project art asset management, art department scheduling and cinematic direction. Provided art direction to artists at every stage on animation, modeling, texturing and effects issues. Created art assets as needed including character and prop models, textures, effects, interface and marketing materials.

Title: The Good Life (PC MMO) 2001 [Cancelled]
Position: Art Director

Hired and trained team of artists to create working demo for first-person massively multi-player online universe. Worked directly with programming team in R&D phase to determine poly counts, texture allocation and rendering pipline limitations, as well as proprietary animation and file format tools development. Worked with design and Sony project liasons on scheduling, asset management and persistent world maintenance and updating considerations. Began design phase of character customization system to include end-user input for both physical avatar appearance and animation style. Created props, structures and interface mockups.

## NEW WORLD COMPUTING / THE 3DO COMPANY : 4/1996 - 9/2001

Title: Might and Magic IX (PC) 2001
Position: Art Director

Worked directly with lead programmers to create R&D models and graphics to test in-house bi-cubic patch-based engine, provided input on level design tool interface and functionality and evaluated potential engines for license. Created hi-rez characters, marketing materials, in-game skyboxes and texture sets, and advised producer and programmers on technical issues impacting art production and scheduling. Managed rag-tag team of 10 artists, reviewing all models, animations and levels as completed, and trouble-shooting implementation issues.

Title: GoDai Elemental Force (PS2) 2001
Position: Cinematic Artist

Modeled and mapped main Intro and Outro cinematic characters. Modeled, mapped and animated interior and exterior environment shots using 3D Studio MAX 3.1 and After Effects. Provided technical direction to other cinematic artists in the areas of character setup, effects and compositing.
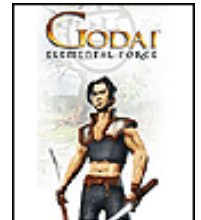
Title: Heroes of Might and Magic: Quest for the DragonBone Staff (PS2) 2001
Position: Cinematic Artist

Designed, modeled and mapped main Intro and Outro cutscene characters. Animated FMV cutscene character animation sequences. Modeled and rendered marketing-rez box cover graphic. Provided significant technical direction and guidance to Cinematic team artists on character set-up, animation, motion capture data manipulation, lighting and materials rendering for all in-game cinematics.

Title: WDL Thunder Tanks (PS2) 2001
Position: Division Art Lead

Managed supplementary team of 8 artists at NWC location to assist 3DO-Redwood City production team. Team completed 92 Tank LODs and damaged states, 371 seamless ground tiles, 155 low-poly prop and environmental models, 12 sky maps, and 12 character models with 36 lip-sync animations in under 6 weeks of production time. Product in PS2 Top-5 seller list as of 1-22-01.

Title: Army Men: Arcade Blast (PS1) 2001
Position: Cinematic Artist

Modeled several high-rez intro characters, props and sets, rigged and skinned characters, directed motion capture shoot and provided technical direction to team.

Title: Legends of Might and Magic(PC) 2000
Position: Senior Artist

Modeled and texture-mapped high-rez player characters for marketing and main cutscenes. Created skybox texture sets for in-game environments. Designed, modeled and texture-mapped Intro cutscene main character, cast-of-thousands crowd scene animation and cloth-sim sequences. Designed and executed marketing-rez inside-flip-cover box graphic.

Title: Might and Magic VIII (PC) 2000
Position: Senior Artist

Designed, modeled and animated 17 in-game looping mini-cutscene locations using A|W Maya and 3D Studio MAX. Completed Lose Game scenario and Night Shade Brazier cinematics entirely solo, encompassing character and environment design, modeling, set-up, animations, and final f/x creation and compositing. Completed f/x and compositing for additional cutscenes using Adobe After Effects; created motion graphic sequences for teaser cinematic. Provided significant assistance to Art Lead on technical aspects of engine and its limitations.

Title: Heroes of Might and Magic III: Armageddon?s Blade [Expansion Pack] (PC) 1999
Position: Senior Artist

Modeled, texture-mapped, and animated Heavenly Forge Town addition consisting of 14 main buildings with 18 upgrade structures and 11 looping animations with f/x seamlessly comped over a background plate using A|W Maya, 3D Studio MAX and PhotoShop. Created in-game 3D rendered adventure location graphics. Created marketing-rez box cover background image.

Title: Heroes of Might and Magic III (PC) 1998
Position: Art Director

Managed production team of 24 artists to create 20,000+ individual graphics used in title. Reviewed and approved all artwork for quality, consistency and overall game-level continuity. Worked with designers and programmers to solve technical issues and create tools to streamline graphics pipeline. Supervised multiple outside contractors hired to produce content; reviewed and approved work supplied. Designed and created 2 of 8 towns including all f/x and animations; designed, modeled and animated Lose Game, New World Intro Logo and various in-game cinematics using A|W Maya and 3D Studio MAX. Created in-game adventure sprites, combat screen backgrounds, obstacle objects, random town generator graphics and main interface elements.

Title: Might and Magic VI (PC) 1997
Position: Cinematic Artist

Responsible for evaluating and selecting final 3D software packages to be used in development of this and all subsequent titles. Worked directly with lead programmers to determine art asset design limitations for requirements of engine. Designed, modeled and rendered 14 hi-rez interior environments using 3D Studio MAX and Alias|PowerAnimator. Designed and modeled 3D characters used in-game and in multiple cutscenes. Designed and executed Lose Game scenario animation and Win Game scenario FMV final animation. Designed and rendered main game interface graphics.

Title: Heroes of Might and Magic II (PC) 1996
Position: Character Animator

Created 7 main character animations averaging 80 frames each, 12 combat hero animations averaging 30 frames each, and designed main interface elements using DeluxePaint II and PhotoShop. Created marketing materials for box cover and assisted level design on adventure map landscape layouts.

HURRICANE GRAPHICS, INC. : 1/1995 - 4/1996

Title: Subterrane (PC) 1996
Position: Art Director / Artist

Led small team of 4 artists in creation of first-person 3D adventure game. Hired and trained rest of art staff; provided technical and artistic direction as required. Developed production plan to complete art assets on milestone schedule. Worked directly with Lead Programmers to determine all art specifications, creation processes and develop tools to streamline integration of graphics into engine. Created all level texture sets using Deluxe Paint II and PhotoShop. Created character sprite animations in traditional hand-drawn animation style, digitized and touched-up. Created all weapon and level decoration sprites and animations.