

HUGH DAVID MCCULLOM

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Irvine CA

SUMMARY

Architecturally trained game developer. Extensive experience in creating dynamic and exciting game play, and developing artistic pipelines to achieve technical requirements. Great team player but also self-starter and organized with great attention to detail and follow-through.

PROFESSIONAL EXPERIENCE

- August 2011- Present **Abyss Studios** Irvine, CA
Owner
Started an indie game studio and manage a team of four employees composed of two artists, a writer, and a business manager; formed Abyss Studios by establishing a business plan and raising funds to support the development and release of the first game, *Tiki Galore*; *Tiki Galore* is a multiplayer arena game, created in Unreal Engine 4; was chosen by Epic Games in 2014 to be display at EGX London; the game was Greenlit in 7 days in May 2015; managed the team on enhancing the quality of art, extended the game to four levels of play, and developed nine Tiki special abilities; personally worked on the environment art, game play systems, visual effects, user interface development and character work; created using Unreal Engine 4, Visual Studio, Visual assist, Perforce Versioning Software, Maya, Photoshop, ZBrush, xNormal, and World Machine; after perseverance and diligence, Abyss Studios made *Tiki Galore* available for sale on Steam in October 2015.
- May 2014- February 2015 **Kathy Taslitz Studios** Los Angeles, CA
Digital Artist
Worked closely with Kathy Taslitz to help develop and finalize her creation of Emotional Evolution using ZBrush, Maya, Photoshop, and MeshLab; used an in house MakerBot printer or outsourced to the company Solid Concepts to finalize pieces; managed a team of two artists to assist Kathy in the project for the new Manhattan Beach Library's interior sculptures.
- May 2012- October 2012 **Disney Interactive** North Hollywood, CA
Environment Artist
Created environments on an unannounced MMO title; the title's scope required all departments to work closely for immersive game play while keeping a cohesive artistic style; integrated new industry techniques of game art asset creation that allowed for more artistic focus; simplified iteration of assets for the environment art team; worked with developers to understand the game play and in turn created a functional pipeline for other artists to import the art; ability to quickly learn how to work in an evolving game development atmosphere with many iterations with the goal of a high quality finished product; created the environments with Maya, ZBrush, Photoshop, xNormals, and various proprietary tools.
- February 2011- August 2011 **High Impact Games** Burbank, CA
Environment Artist
Created environments for DreamWorks Super Star Kartz that consisted of DreamWorks movies Shrek, How to Train Your Dragon, Madagascar, and Monsters vs Aliens; worked on the race tracks for Shrek's Swamp, Dragon's Keep, Isle of Berk, Dragon's Lair, and Far, Far Away; developed concept for final level look and mapped out a plan of action to complete each race track in a timely manner; established a pipeline for creating all assets to meet artistic standard and requirements for Xbox 360, PlayStation 3, Wii, and 3DS; created the environments and assets with Maya and Photoshop and implemented using proprietary tools/engines.
- May 2010- October 2010 **Robomodo** Chicago, IL
Environment Artist
Initially worked on the animation team to help create variation for sideline NPC and imposters for Tony Hawk Shred; brought onto the environment art team to assist in asset creation; promoted within Robomodo to take on more responsibility by enhancing resolution of Texel quality, increasing detail and fidelity of existing assets, and creating additional assets to improve the levels; used Softimage XSI, Photoshop, and implemented using proprietary tools/engine.

EDUCATION

- The Illinois Institute of Art** Chicago, IL
Bachelor of Fine Art in Game Art & Design, June 2010
Graduate Portfolio Show: Best in Show Award – Game Art & Design
Graduated with honors
- Roger Williams University** Bristol, RI
Bachelor of Architecture, August 2007
Minor: Visual Arts

PROFESSIONAL DEVELOPMENT

GDC Lectures

Discussions on game development, March 2012-17

San Francisco, CA

Gnomon School of Visual Effects, Games + Animation

Environment Creation for Games, April-July 2012

Digital Painting, April-June 2011

Los Angeles, CA

Massive Black Workshop

Workshops for artists from entertainment, games, film, and comics, November 2011

San Francisco, CA