

# Corey Kruitbosch

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**Summary of qualifications** I am currently a Senior Artist, who has been working in the game industry for 18 years. My desire is to make major contributions to fantastic games, alongside other talented teams of artists, engineers, and management.

Please see my website <http://www.hivemind.com> for samples of my professional and personal artwork.

**Work experience**    **2011 (Jan) – Present**                      **Disney**  
**Senior Artist (Worlds Architect)**

Cars 2 (XBOX360, PS3, Wii)

Senior Artist (Worlds Architect) – Initial project at Disney. Came onto project with 2.5 months remaining and just in time for the crunch through Alpha and Beta. This was a fantastic way to get thrown into the deep end. The better and faster I learned the tools, engine, and procedures .. The more I was able to help lift some of the stress off the guys who had been in for the 'long haul'. I actually was able to contribute a significant amount of work in a short amount of time.

**2007 (March) – 2011 (Jan)**                      **Electronic Arts**  
**Senior Technical Artist**

MySims (3DS, canceled)

Senior Technical Artist – This project was a port of the original Wii MySims title to the 3DS platform. This project was canceled in favor of the development of a original IP. I am currently working on this original IP.

Littlest Pet Shop I, II, and III (PC, Wii, DS)

Senior Technical Artist – The Littlest Pet shop projects were challenging and fun to be a part of. Working on character team as a sr. technical artist gave me the opportunity to expand my skill set and work in a new artistic area.

Model, texture, UV pets. In addition, I maintained model, shader, hierarchy, and texture names to be consistent across all destination platforms.

Skinned and weighted pet models for appropriate skin deformations on Wii and DS platforms.

Coordinated the process for moving assets to the destination platforms, my specific focus was the DS. Wrote various tools, in MEL, to help artists export work to the DS platform.

Problem solved and worked with engineering on various art issues as they

arose, for the specific platform needs. These included... DS UV animation, export volumes to interact with pets on DS, export of XYZ, scale, and a rotation/attachment scheme values of pets accessories (glasses, hats, scarves, etc.)

I participated on LPS3 for 3 - 6 months before being moved to a new project.

### **Senior 3D Artist**

#### Simpsons Game (Xbox360)

Senior 3D Artist – Came onto this project at Alpha and mainly helped with clean-up and polish tasks. My role was to work on frame rate optimization, LODs, and bug fixes.

#### Tiger Woods 2008 (Wii)

Senior 3D Artist – Came onto this project a month before Alpha and mainly helped with clean-up and polish tasks. Load screens for game, golfer images for 2008 golfer select screens, modeled and textured a few clubs.

### **2000 (March) – 2007                      Incognito / SONY**

#### **Senior 3D Artist**

#### Warhawk (PS3)

Senior 3D Artist – An "assembly line" production model was used on this game and there was little ownership over specific levels or areas within the game. In the end most of the artists on the Warhawk team "touched" almost every item in the game... Includes LODs, collision, shadow maps, shader application, terrain/roads, building → terrain integration.

#### Twisted Metal – Harbor City (canceled)

Senior 3D Artist / Level Lead – Modeled ALL geometry and Painted textures for levels. Includes LODs, collision, environmental particles, etc. Supervised 2 – 3 artists to complete levels.

#### Downhill Domination

Senior 3D Artist / Level Lead– Modeled ALL geometry and Painted textures for levels. Includes LODs, collision, environmental particles, etc. Was responsible for Japan, Dual Slalom, Jungle TDH levels. Participated in major sections of Moab level and Modeled majority of Jungle Level (Minor Textures Work). Supervised 2 – 3 artists to complete levels.

#### War of the Monsters

Senior 3D Artist – Modeled and Painted texture for levels. Includes LODs, collision, environmental particles, etc. Did initial block out and main development of Atomic Island and Gamblers Gulch levels.

#### Twisted Metal : Black

Senior 3D Artist / Level Lead – Modeled ALL geometry and Painted textures for levels. Includes LODs, collision, environmental particles, etc. worked on all single player levels in game. Responsible for Prison level and Rooftops level. Supervised 2 – 3 artists to complete levels.

**1999 - 2000**                      **SingleTrac Studio / GT Interactive**

**3D Artist**

ROCK - SingleTrac (canceled)

3D Artist – Modeled and Painted texture for levels. Includes LODs, collision, environmental particles, etc.

**1996 - 1999**                      **Engineering Animation Inc.**

**Senior Animator / Senior 3D Artist**

Trophy Buck – EAI / Sierra Sports

All deer animations. In game gun animations, textures, and renders. Playfield and in game location maps. Modeled textured deer and other animals. Modeled and textured some terrain.

**Art Team Lead / Animation Lead**

Legend of The Five Rings – EAI / Activision (canceled)

X-Fire – EAI / Sirtech Software (canceled)

Art Team Lead - Coordination of Graphics Department. Coordination and Production of Character Animation, using motion capture and Character Studio. Interface Design for X-Fire. Implementation of processes and methods for art production. Windows NT System Administration for Legends Art Team. Coordination of Website Development and HTML production. Supervised 8 – 10 artists.

**1994-1996**                      **Software Arts International**

**Animator / Modeler - Contractor**

**Software Knowledge**      Expert with most common software packages used in the game industry (maya, max, photoshop, etc)

**Products / Titles**              Shipped Titles

**Littlest Pet Shop 2 – (EA)**  
**Littlest Pet Shop – (EA)**  
**Warhawk (PS3) - Sony**  
**Downhill Domination - Sony**  
**War of the Monsters - Sony**  
**Twisted Metal Black – Sony**

**Trophy Buck – Sierra Sports**  
**Knex: The Lost Mines - Knex**  
**Power The Game - IBM**

Minor work Shipped Titles

**Cars 2 – (Disney)**  
**Littlest Pet Shop 3 – (EA)**  
**Simpsons Game (xbox360)**  
**Tiger Woods 2008 (Wii/PS2)**  
**Sims2 (PS2)**  
**Twisted Metal Head-On (PS2)**

**Awards received and publications**

Photography published in the following fly fishing publications 2008 – 2009.  
My photography can be seen @ [www.western-fly-fishing.info](http://www.western-fly-fishing.info) .

Trout Unlimited Magazine “Trout” (Cover)  
The Drake (Cover)  
American Angler  
This Is Fly  
Catch Magazine  
Honolulu Star-Bulletin

Photography published in association with the following companies

Toyota  
RIO  
Sage  
Korkers Boots  
Brodin Nets  
Rainy's Flies

Photography published in Tropical Fish Magazine – 2004

Published Serious 3D Magazine - July / August 98 -Co-Wrote and modeled 3D character for 'Building a prehistoric Merrick' tutorial.

Nominated for 3D Design Magazines 'Big Kahuna Award' '98, in the Totally Twisted 3D category.

Invited by Digital Media Interactive to be a feature artist to promote their product LucidityRT at Siggraph '98.

Chosen by 3D Ark website to be a 'Featured Artist' - March 98. Featured images and interview.

Published Digital Video Magazine - Oct. 94. Featured artist for the 'Dreams and Nightmares' Pictorial.