

William M. Hewitt

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Experience

02/14 – Present: BioWare, Austin, TX (Star Wars: The Old Republic - credited). I work closely with a team of artists, programmers, and project leads to achieve the superior quality craftsmanship expected of all BioWare video games. For the Star Wars: The Old Republic (SW:TOR) expansion “Galactic Stronghold,” (credited), I crafted interiors beginning with a greybox blockout and finishing with the final high polish levels viewable in the game today. For the SW:TOR expansion “Shadow of Revan,” (credited), I developed from scratch various environment assets, as needed, for the art team to use during the production of the planets Rishi and Yavin 4. I leveraged the capabilities of ZBrush to assist art leads in prototyping both planets and reported directly to the Lead Environment Artist as the Yavin 4 planet lead. I oversaw the artistic development of Yavin 4 from its greybox blockout through to public release. I worked directly with the design team to achieve the best possible look while maintaining the integrity of gameplay within the planet. I developed moods at specific locations at the request of the cinematics team and used literature provided by the writing team, along with the level layout, to craft specific areas with memorable compositions and compelling design. Yavin 4 was the environment featured in the announcement trailer for the “Shadow of Revan” expansion and was the driving force at the center of the marketing campaign. I oversaw, mentored, and guided an outsource art team during the creation of a wide range of assets to match the existing art style of SW:TOR. I created and presented to the entire art team a workshop that demonstrated techniques I use to make tileable textures using ZBrush.

03/13 – 02/14: Arcane Masons Interactive, Riverside CA. In the spring of 2013, I co-founded Arcane Masons Interactive. Arcane Masons focuses on developing games and applications for iOS devices. A number of projects were in development, all of which I developed the art-style, GUI layout, background design, and overall mood of both the environment and characters. I’ve also been a main developer of scripts and software designs for these projects using JavaScript and the Unity 3D engine.

01/12 – 01/13: BioWare, Austin, TX (Star Wars: The Old Republic – credited). I worked closely with a team of artists, programmers, and project leads to achieve the superior quality craftsmanship expected of all BioWare video games. This work included terrain editing and painting, asset modeling and texture creation/edit/repurposing, interior lighting, level optimization, asset library management, and set-dressing. I created 3D objects with specific polygon limits and texture resolutions within established time frames. The art leads relied on me to receive and complete emergent high priority tasks and still maintain a standard of high quality required in AAA video game titles.

10/07 – 10/09: United Parcel Service, Ontario, CA. At UPS, my primary position was Supervisor (Management). I was promoted from a laborer to supervisor after only 3 months. My comprehensive knowledge allowed me to train the work force on safety techniques, operational management, and performance based managerial strategies. I created a teamwork-oriented atmosphere to achieve maximum individual and team potentials. I worked closely with hourly employees and upper management to coordinate a safe and productive environment that valued performance and quality service to UPS customers. I reviewed daily productivity statistics and adjusted performance strategies in a real-time and extremely fast-paced work environment to achieve maximum productivity.

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12/07: Art Institute of California, Inland Empire, "Best of Show". A portion of my graduating requirements was to compile all my best work into a 1-2 minute demo reel (available to view at williamhewitt3d.com) and run a booth with this on display. During our graduation ceremony, I was awarded "Best of Show" for producing the highest quality and most well presented portfolio above all other multimedia disciplines.

Education

03/08 – 12/11 **Art Institute of California Inland Empire (Ai)**, B.S. Game Art and Design
06/05 – 01/07 **Riverside Community College**, focus in Computer Science
09/01 – 06/04 **Santiago High School**, High School Diploma 06/04

Program Competencies

Autodesk Maya	(Modeling, Materials, High-Res Projection, Rigging, Animation, Rendering, Lighting)
Autodesk 3ds Max	(Modeling, Materials, High-Res Projection, Animation)
Adobe Photoshop	(Image manipulation, painting, post-process rendering compositing)
Adobe After Effects	(Basic movie creation, editing, and compositing)
Pixologic ZBrush	(High resolution detail sculpting, tileable textures)
Unreal Development Kit	(Library Mgmt, Adv. Material Creation, Matinee, Kismet, Particle Systems, Post Process Fx)
Unity	(Prototyping/Programming using JavaScript, GUI)
Hero Engine	(Library Mgmt, Terrain Editing, Lighting, Level Optimization)
Perforce	(File management and maintenance)
Microsoft Office	(Word, Excel, Power Point, Outlook)
C++, JavaScript, MEL script	

Artistic Achievements

12/11: Ai, "Best of Show" for having the best portfolio at the senior portfolio show.
11/11: Ai, "Student Success Award of Excellence" for Outstanding Scholastic Achievement.
11/11: Ai, "Best of Quarter" for the best project in Senior Portfolio II.
01/11: Ai, "Best of Quarter" for the best project in Advanced Materials and Lighting.

Academic Achievements

Spring 09: Ai, President's Honor List
Fall 08: Ai, President's Honor List
Spring 07: Riverside Community College, President's Honor List
Spring 06: Riverside Community College, President's Honor List
I maintained a 3.8 GPA in my major.