

SUMMARY

5/26/2026

- **Art Director** at Black Shamrock (a Virtuos studio) in Ireland, leading co-development of AAA and AA crossplay titles in collaboration with global Virtuos studios.
- Successfully **raised \$7.5M in Series A funding** as Studio Art Director for Digital Insight Games, with the *Cloud Castles* website earning **two Webby Awards**.
- As **Head of Studio**, established and remotely managed a new **2K Games Studio in Valencia, Spain**, during the COVID-19 pandemic.
- Held **Senior, Lead, and Director** roles across **30+ projects** in the Game, Film, and Television industries.
- Extensive experience developing **high-visibility multiplayer titles** such as *Call of Duty*.
- Collaborated with industry-leading publishers, including **2K, Activision, Square Enix, EA, and SEGA**.
- Founder of **Black Point Studios**, a San Francisco-based co-development studio pioneering innovative applications of **Unreal Engine**.
- Began career in the film industry, contributing to acclaimed titles like *What Dreams May Come* and *Final Fantasy: The Spirits Within*.
- Currently part of a small group of directors at Virtuos helping with **Gen AI-driven training and development** to optimize art workflows, reducing production time, and enhancing creative output.

EXPERIENCE

BLACK SHAMROCK (VIRTUOS) (San Mateo CA | Remote)

January 2024 – Present

Art Director | MULTIPLE CODEV Multiplatform Projects

- Leading art direction and production for unannounced Unreal Engine 5 titles, coordinating teams across Ireland and Virtuos studios in France, Vietnam, China, Malaysia, Canada, and Ukraine.
- Overseeing the creation and management of all project assets, including concept, environments, characters, lighting, props, VFX, UI, and other required content. Worked on *Dune Awakening*.
- Crafted many project pitches and proposals for prospective clients and internal IPs.
- Engaging in direct communication with clients to ensure alignment on creative vision and project goals.

BAZOOKA TANGO (San Mateo CA | Remote)

September 2023 – April 2024

Art Director | Senior Producer | Art Manager | SHARDBOUND

- Contributed to the studio's debut title, an immersive collective tactics game built in Unreal Engine 5.
- Established production pipelines and oversaw all content creation, including characters, environments, animation, VFX, 2D art, and marketing assets, collaborating exclusively with external partners to ensure high-quality deliverables.

Digital Insight Games | DIG (San Mateo CA | Remote)

May 2022 – August 2023

Studio Art Director | Senior Producer | CLOUD CASTLES - In development

- Directed art and production for two concurrent AAA projects built on Unreal Engine 5, establishing the art and technology teams from inception.
- Managed global external partners, ensuring seamless collaboration and delivery of high-quality assets across diverse teams.
- Played a key role in prototyping, creative direction, and production for two live-service games, including the development of marketing assets and trailers using Unreal Engine.
- Streamlined workflows by implementing Jira systems to enhance team efficiency and project tracking.
- Achieved industry recognition with two Webby Awards for the *Cloud Castles* website, showcasing the game's vision and design excellence. [Cloud Castles](#)

Studio Head, Spain | Production Director | PROJECT ETHOS

- Spearheaded the establishment of 2K's first European studio in Valencia, Spain, to support the development of *Project Ethos* and other 2K initiatives.
- Played a key role in the creative team, contributing to the prototyping and production of an ambitious new IP built in Unreal Engine 5.
- Proposed and executed the acquisition of elite3d, a premier AAA game vendor, to accelerate studio growth amid pandemic challenges, successfully integrating 200+ developers across 31st Union and 2K Global Services.
- Partnered with 2K Madrid to establish a dedicated QA team for seamless development support.
- Directed art production across multiple locations, overseeing character and environment development.
- Introduced flexible work policies and upgraded network and VPN systems to enhance remote operations.
- Optimized asynchronous communication tools, enabling effective collaboration between Valencia and San Mateo teams.
- Managed recruitment efforts to address skill gaps and ensure robust talent pipelines for emerging disciplines.
- Implemented Unreal Engine 5 workflows and Cloud Jira systems to streamline project management.
- Developed and executed a comprehensive growth strategy for the Valencia studio, scaling it from a foundational stage to a thriving operation with strong inter-studio partnerships.

CRYSTAL DYNAMICS / SQUARE ENIX (Redwood City, CA | On-site)**Oct 2018 – Jan 2020****Art Director | Senior Producer | TOMB RAIDER: CATALYST & TOMB RAIDER: LEGACY OF ATLANTIS**

- Collaborated with a core team of 10+ developers to conceptualize and design the next installment of *Tomb Raider*, while supporting studio efforts on *Avengers*.
- Led external art vendor management, overseeing concept development, engine prototypes, and delivery of high-quality assets.
- Shaped the creative vision for the game, including branding, characters, game modes, and visual art style.
- Created and presented polished greenlight decks to Square Enix executives, including then-CEO Yosuke Matsuda.
- Dual role as Art Director and Senior Producer for a second project developed by an external partner, leveraging a proprietary engine.
- Conducted overseas site visits to supervise production teams, ensuring alignment with artistic and technical goals.

SLEDGEHAMMER GAMES/ACTIVISION (San Mateo, CA | On-site)**Feb 2010 – Oct 2018****Art Director | CALL OF DUTY: BLACK OPS - COLD WAR (until October 2018)**

- Collaborated in all creative discussions, contributing to the conceptualization and direction of innovative features within the franchise.
- Directed the multiplayer art team during prototyping and supported the single-player campaign, overseeing elements such as story, characters, weapons, UI, environments, and game modes.
- Facilitated co-development with Raven Software by strategizing labor division and streamlining art processes to maximize the strengths of both studios.

Multiplayer Art Director | COD WWII & COD ADVANCED WARFARE

- Directed all aspects of art production for the Multiplayer (MP) team, including maps, characters, vehicles, weapons, and core UI/UX design for **Call of Duty: WWII and Advanced Warfare**. Expanded oversight to include Campaign and Co-op (Zombies mode) front-end visuals.
- Built the Multiplayer art team from the ground up, leading recruitment efforts, and establishing workflows, pipelines, and production standards.
- Oversaw the creation of environments, characters, UI, animation, lighting, VFX, and technical art, scaling the team to meet expanding project needs.
- Partnered with Activision Central to develop a robust external development network across multiple continents and time zones.
- Conducted extensive research on historical WWII references and future tech themes to ensure authenticity and innovation. Produced style guides, provided in-person feedback, and directed dailies to align the team with the creative vision.
- Collaborated with engineering teams to tackle challenges like performance optimization and skin shader development, pushing the capabilities of the Radiant engine beyond expectations.

- Directed marketing content production, delivering multiplayer assets ahead of release and supporting the DLC season with high-quality materials. Managed capture sessions, final cut direction, and postproduction.
- Represented the franchise globally, engaging with distributors, fans, and media during promotional tours.

Key Contributions:

- **CALL OF DUTY WWII:** Delivered all MP maps, Headquarters, Lobby, and additional maps and events for the DLC season.
- **ADVANCED WARFARE:** Delivered 13 MP maps, a bonus map, the Lobby, and Firing Range.
- **ADVANCED WARFARE | DLC SEASON:** Delivered 16 DLC maps, along with weapons, vehicles, characters, loot, marketing content, and UI assets.

Lead Environment Artist | COD ADVANCED WARFARE | COD MW3 | FOG OF WAR Demo

- Led the environment art team across multiple projects, managing workflows, naming conventions, performance optimization, and ensuring the overall quality and playability of game maps.
- Played a studio-wide role during the early stages of Sledgehammer, handling a large portion of game development responsibilities until transitioning to Multiplayer Art Director.
- Collaborated closely with designers to adapt environments based on playtest feedback, partnered with production to streamline map creation processes, and optimized resource allocation to meet deadlines.
- Trained and onboarded the team in COD technology and engine expertise, a key factor in Sledgehammer's successful partnership with Infinity Ward on Modern Warfare 3.
- Supported the studio's creative goals through the development of an internal greenlight demo and by producing high-quality campaign maps for Advanced Warfare.

Key Contributions:

- **ADVANCED WARFARE:** Delivered six campaign maps, the Multiplayer Greenlight Demo, and contributed to the Campaign and Multiplayer environment art.
- **MODERN WARFARE 3:** Designed and delivered over half the campaign maps and Spec Ops DLC content, integrating seamlessly with Infinity Ward's development team.
- **FOG OF WAR:** Created a demo for a third-person Call of Duty project using CryEngine, showcasing innovative approaches to game design and storytelling.

ELECTRONIC ARTS (Redwood City, CA | On-site)

Apr 2008 – Jan 2010

Lead Environment Artist | DEAD SPACE 2

- Selected to lead map development for the second installment of the critically acclaimed *Dead Space* series, bringing fresh perspectives and creative solutions to the team.
- Took ownership of the initial art pass for design block maps, establishing artistic direction before transitioning maps to the team for final polish and quality refinement.
- Delivered key maps, including the iconic Unitology Church and the dynamic train sequence through the Sprawl, ensuring release-quality visuals and immersive gameplay experiences.
- Overcame technical challenges of the Renderware engine by developing innovative layout and asset authoring techniques to maintain steady performance without compromising visual fidelity.

Environment Director | GODFATHER 2

- Rejoined EA to contribute to *The Godfather 2*, EA's first attempt at an open-world, urban third-person shooter, inspired by the success of *GTA*.
- Led the development of the expansive Miami map, which comprised 70% of the game's content, overseeing the creation of city blocks, roads, bridges, interiors, and parks.
- Applied efficiency techniques learned from my experience at Black Point to streamline the environment team's processes and drive the project to completion on time.
- Played a key role in completing the New York map and improving both internal and external pipelines to ensure timely delivery of high-quality assets.

Creative Director/Founder/Lead Producer | MANY TITLES

- Co-founded an independent studio in San Francisco, providing high-quality art services to the gaming industry using Unreal Engine 3 and proprietary engines like Renderware (EA).
- Successfully secured contracts for a diverse range of projects, from small indie games to large-scale AAA titles, growing the team to 30 artists at its peak.
- Focused on art direction and production, ensuring the delivery of visually compelling assets and creative leadership throughout project lifecycles.

Games

- **FROM RUSSIA WITH LOVE** – EA – Map Work (Completed 6 maps)
- **ERAGON** – Vivendi – Character Work (Main characters)
- **GODS AND HEROES: ROME RISING** – Sony Online – Map Work
- **STRANGLEHOLD** – Midway – Environment Art, props
- **THE SIMPSONS** – EA – Render Cinematics
- **BLACKSITE AREA 51** – Midway – Map and Character Work
- **IRONMAN** – Sega – Render Cinematics, In-game Animation
- **BALLERS CHOSEN ONE** – Midway – Character Work
- **BRAID** – Number Nine – Concept Art, Interface Design
- **GOLDEN AXE BEAST RIDER** – Sega – Animation, Map Work
- **FULL METAL ALCHEMIST: Trading Card Game** – Destineer– Concept Art, Interface design
- **BOURNE CONSPIRACY** – Vivendi– Map Work
- **THIS IS VEGAS** – Midway – Map and Character Work
- **NFL TOUR** – EA– Commercial
- **WHEELMAN** – Midway– In-game Cinematics, NPC Animation
- **WORD JONG** – Destineer– Concept Art
- **AFRO SAMURAI** – Namco Bandai– Character work
- **BLITZ 2008** – Midway – Character Work
- **LMNO** – EA– Look Development

Other projects

- **ELECTRIC CITY**: Web Series Pilot – Using Unreal Engine (Machinima)
- **PREVIZ SYSTEM** – PDI/DreamWorks – Prototype using Unreal Engine
- **LAZY TOWN** – Children’s TV series (Unreal Engine)
- **BLOCKHEADS** – CG feature film pilot based on the comic of the same name
- **MOVA’s CONTOUR GDC 08 Demo** – Art and Unreal 3 integration to display new MOVA’s Technology
- **MAINSTAGE** – Apple – 3D interface built by Black Point
- **SIRIUS RADIO COMMERCIAL** – All Computer Graphics work
- **12: AM** – Short film shown at Sundance 2006 – CG creature and VFX.

Black Point Studios IPs (Unpublished)

- **CHRONICLES OF COHEN** (XBOX 360/PC)
- **EMBER SCRIBE** (Nintendo DS)

Lead Environment Artist | THE RETURN OF THE KING | THE THIRD AGE | FROM RUSSIA WITH LOVE

- Led the development of levels for **The Return of the King**, ensuring they closely matched the visual quality of Peter Jackson’s trilogy. Prototyped global illumination (GI) baking into geometry using Arnold render to achieve cinematic-level lighting and realism.
- Translated technical assets from Weta Digital into in-game models and layouts, created marketing renders, and managed full map production from block modeling to final assets.
- Oversaw seamless transitions from movie to game, aligning camera angles, lighting, architecture, and props to ensure consistency with the films.
- For **The Third Age**, continued map creation with greater artistic freedom, moving beyond the movie’s constraints to craft expansive and detailed environments.
- Led the environment team for **From Russia with Love**, pushing engine capabilities to deliver high-quality assets for cinematic sequences and dynamic gameplay. Continued development on six maps during mid-production at Black Point Studios, contributing to half of the game’s environment art.

Senior Environment Artist | THE TWO TOWERS

- Collaborated with Stormfront Studios to finalize and enhance game maps for **The Two Towers**, ensuring they met high-quality standards and aligned with the visual style of Peter Jackson's film.

MIDWAY (San Diego, CA | On-site)

Jan 2001 – Dec 2001

Senior Artist | FREAKY FLYERS

- Contributed as a Senior Artist on *Freaky Flyers*, a stylized air racing game for Xbox and PlayStation 2.
- Created art assets for environments, characters, lighting, and materials, ensuring a visually engaging and cohesive aesthetic for the game.

SQUARE USA (Honolulu, HI | On-site)

Jan 1999 – Dec 2000

Character, Environment and Concept Artist | FINAL FANTASY – THE SPIRITS WITHIN

- Primarily focused on environment design, creating urban, sci-fi interior, and natural landscape environments using Maya and Renderman.
- Transitioned to concept artist, designing full sets and props while also contributing as a lighter and character artist, creating numerous character heads for the film.

Concept Art and Set Designer, Environment Artist | THE ANIMATRIX

- Contributed to **The Animatrix**, a collection of nine animated shorts exploring the backstory of the *Matrix* film series.
- Worked on the first chapter, **Final Flight of the Osiris**, created by the same team behind *Final Fantasy: The Spirits Within*, based at Square USA's Hawaii HQ.
- Designed, built, lit, and rendered the main location of the story—a fictional dojo—where the two protagonists engage in a dramatic sword fight.

Pacific Ocean Post | POP (Los Angeles, CA | On-site)

Jan 1998 – Dec 1998

Computer Graphics Artist

- Created 3D assets for commercials, working with high-profile clients such as *Toyota* and *Disney*.
- Served as Animator and Virtual Sets Artist for **Disney's One Saturday Morning**, bringing characters and environments to life.
- Contributed to look development for films including **Mystery Men**, **What Dreams May Come**, and various TV series pilots, enhancing the visual style and aesthetic quality of each production.

ARTBIT (Mallorca, Spain | On-site)

Jan 1995 – Dec 1997

Computer graphics Artist

- Worked on design, character animation, storyboarding, and 3D modeling for real-time and broadcast projects.
- Created lighting and texture assets, and contributed to compositing and particle effects to enhance visual quality and realism.

FANTOME ANIMATION (Paris, France | On-site)

Mar 1994 – Dec 1994

Animator

- Worked as an animator on **Insektors**, one of the earliest computer-animated TV series produced by a small studio in France.
- Utilized a novel motion capture device, similar to a joystick, to bring characters to life in this groundbreaking animated series.

EDUCATION

- **European Master of Art in Image Synthesis and Computer Animation (MAISCA)**

Balearic Islands University & Middlesex University

1993 – 1994

- **BACHELOR OF FINE ARTS. SCULPTURE**

The University of the Basque Country, Spain

1988 – 1992