



BRIAN MARICLE

ART DIRECTOR | 3D ARTIST

CONTACT

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-  Clearwater, Florida

SKILLS

Art Direction	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Management	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Ideation	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Design	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Leadership	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Communication	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Teamwork	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Creativity	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Writing	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Passion	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Mentoring	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Teaching	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Characters	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Environments	<div style="width: 100%;"><div style="width: 100%;"></div></div>
ZBrush	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Maya	<div style="width: 100%;"><div style="width: 100%;"></div></div>
3ds Max	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Photoshop	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Substance	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Unreal	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Unity	<div style="width: 100%;"><div style="width: 100%;"></div></div>
Topogun	<div style="width: 100%;"><div style="width: 100%;"></div></div>
XNormal	<div style="width: 100%;"><div style="width: 100%;"></div></div>

ABOUT

Keen-eyed art professional with over 20 years of experience --12 in games, with 30 plus released products and titles. Years of AAA, top-notch experience with companies like EA, Crytek, and more. 7 years as art director. 9 years altogether in various leadership positions directing, mentoring, coaching, and teaching. Well versed with managing outsourcers, freelancers, contractors, and in-house artists. Driven by a passion for the highest quality art and making fun, entertaining experiences. Known for being an invaluable team player and for leading teams to consistently meet deadlines and deliverables. Moreover, a Master of Science degree in interactive entertainment from FIEA, the #1 ranked game school for graduate programs by the Princeton Review.

WORK EXPERIENCE

2019 - Present

ART DIRECTOR



Asteri | Shreveport

Projects/Titles: Otrio. Gobsmax Galaxv Game

- Responsible for visual development, game art, and cinematics.
- Manager and mentor to the art team. 4 in-house artists, 4 outsource artists, 3 freelance/contractors. Recruit, interview, hire, and fire.
- Create Art Bible and other documentation that outlines artistic vision and details pipelines, processes, and best practices.
- Lead critiques and art reviews.
- Planning/scheduling of tasks and deadlines.
- Manage a 30K budget for freelancers and team-related discretionary expenses.
- As we are a small team, I pitch in wherever necessary: characters, environments, VFX, storyboarding, animations, concept art, marketing art, troubleshooting, late night food runs, you name it.

2015 - 2019

ART DIRECTOR



Envu | Clearwater

Projects/Titles: Journey, Blast, Future of HR, Venture, 25+ experiences.

- Set visual direction for games and interactive products.
- Guide execution by the art team from start to finish.
- Direct, mentor, and manage internal and external teams.
- Principally involved in all areas of development. Ideation, visual development, story development, pitches and proposals, game design, documentation, UX/UI, and more.
- Recruiting, interviewing, hiring, and firing of internal and external artists.
- General production as needed. Modeling, texturing, animation, and more.

2014 - 2015

ART DIRECTOR



Ootii | Orlando

Projects/Titles: Unannounced.

- Created and communicated the overall artistic vision of the project.
- Gathered reference, gave critical feedback, assigned and tracked tasks, and maintained open communication with artists and development team.

2012 - 2014

CHARACTER MODELER



Electronic Arts | Orlando

Projects/Titles: NBA Live 13. 14. and 15.

- Managed all in-house and outsourced art for tattoos in NBA Live 2015.
- Contributed to management and production of character art.
- Documented pipelines, processes, completion metrics, etc.
- Helped onboard and train new artists.
- Specialized in likeness/head sculpting in ZBrush.
- Developed target assets that established game-wide production quality.
- Created new body morphs for all characters in NBA Live 2015.

EDUCATION

DEGREES

2010

MASTER OF SCIENCE

in **Interactive Entertainment**
FIEA | University of Central Florida
Orlando

2001

BACHELOR OF ARTS

Specialization in **3d Animation**
University of Central Florida
Orlando

CERTIFICATIONS

Presently enrolled

DASHBOARD DESIGN

International Design Foundation
Online

2016

USER EXPERIENCE DESIGN

International Design Foundation
Online

2008

WEB DESIGN FUNDAMENTALS

Planet Digital, Autodesk Training Center
Orlando

2007

3D CHARACTER MODELING AND ANIMATION

Planet Digital, Autodesk Training Center
Orlando

2007

DESIGN VISUALIZATION

Planet Digital, Autodesk Training Center
Orlando

2007

LIGHTING AND RENDERING

Planet Digital, Autodesk Training Center
Orlando

2007

MODELING AND MATERIALS

Planet Digital, Autodesk Training Center
Orlando

REFERENCES

Available upon Request

WORK EXPERIENCE CONTINUED

2012 - 2013

CREATURE SCULPTOR

Gale Force Nine | Charlottesville

Projects/Titles: Dungeons & Dragons Collector Series

- Sculpted creatures and their environment for Wizard's of the Coast's special commemorative miniature collectible series.



2010 - 2012

CHARACTER ARTIST

Crytek | Orlando

Projects/Titles: Calamityville, Dismounted Soldier, Littoral Combat Systems, and more

- Modeled, UV'd, and textured Gen 3 and Gen 4 character assets from concept to completion.
- Integrated assets into the engine, shader refinements, and final look development.
- Reviewed and critiqued outsourced content with art lead.
- Tested and innovated new technology to develop cutting edge pipelines and workflows.
- Managed studio training seminars with clients.
- On-boarded and trained junior artists.



2008 - 2009

LEAD ARTIST

DeadMan Games | Orlando

Projects/Titles: 'BotBlast

- Established and maintained visual direction for the game.
- Managed a team of 5 artists, assigning tasks, reviewing work, providing direction, critiques, and training.



2007 - 2013

ADJUNCT INSTRUCTOR

Rasmussen College | Online

Programs: Game Design, Graphic Design, and Multimedia

- Covered concepts such as game development, color theory, figure drawing, art and design basics, and more.
- Taught various software applications including ZBrush, 3D Studio Max, Photoshop, and more.



2008 - 2009

3D ARTIST/CONSULTANT

JM Wheeler and Associates | Largo

- Collaborated and trained staff on artistic considerations related to creating 3d accident reconstruction animations.
- Supported their digital artist's efforts with rigging, animation, rendering, post fx, and more.

J.M.

2004 - 2008

INSTRUCTOR

International Academy of Design and Technology

- Covered concepts such as user experience design, game development, modeling, texturing, animation, color theory, art and design basics, figure drawing, and more.
- Taught various software applications including 3D Studio Max, Photoshop, and more.
- Helped develop the curriculum for the game design program.

IADT