

Rupert Morris, BFA.

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Profile

A proud and passionate EA Skate contributor. A focused, highly creative, talented and driven team-player who enjoys challenging work and tight constraints. Forever learning, honing skills and developing new ones. Down to earth, personable and knowledgeable. Equally gifted with both artistic and technical skillsets.

Skills & Attributes

In-depth knowledge of Maya, XSI, Max, Mental Ray, Photoshop, MEL scripting, Combustion, Director, Lingo scripting, PHP, XHTML/CSS, MySQL, Mac OS X, Linux, BASH scripting.

Intermediate MEL scripting ability.

Knowledge of EA's proprietary Melrose and RShade softwares, Perforce, workflow, and Skate game pipeline.

Very strong communication skills, cooperative, enjoys helping others, personable.

Passionate, creative, enthusiastic.

Excellent troubleshooter, problem solver, innovator; able to meet tight deadlines and work long hours to get the job done *well*.

Tenacious work ethic, highly productive, fast, able to prioritize.

Very rapid learner, self-reliant.

Solid background in traditional, contemporary and new media arts.

Excellent drawing skills.

Education

British Columbia Institute of Technology, Burnaby, BC.

Certificate in 3D Modeling and Computer Animation, November 2006.

Vancouver Film School, Vancouver, BC.

Certificate in PHP Programming, 2003.

Alberta College of Art and Design, Calgary, Alberta.

Bachelors degree (BFA) in Media Arts and Digital Technologies, 2002.

Van Tech, Vancouver, BC.

Certificate in Welding, 2004.

Vancouver College, Vancouver, BC.

Graduated with Honours, 1996.

Hobbies and Other Interests

Photography, programming, web design and consulting, tuning vintage Vespa engines.

Work Experience

Associate Lighter, EA Blackbox, February to July 2007

Created and maintained world lightmap UVs

Fixed geometry normals for optimal lighting

Created custom MEL scripts to speed workflow and troubleshoot Maya assets

Local lighting using RShade 3 lights and gobos

Screenshotted each block of each area regularly; compiled them in spreadsheet for review

Informed lead lighter (Robin Kort) of the status of each neighborhood with regards to lighting and UVs.

Ascertained when global bakes of lighting were rolled into game metropolis.

Other work experience

Cashier, 2002-2006, Choices Market Kerrisdale

Customer service, staff training, product ordering, counting cashiers' cash floats

Kept the store clean and organized

Webmaster/lead Web Designer, 1999-2001, Artbyte magazine, New York, NY.

Provided the online appearance for a new media, fine-arts magazine, created innovative multimedia designs on two

separate occasions.

Worked with lead publisher, technical editor, art director remotely from Calgary

Implemented secure online subscription ordering, web banner advertising

Line Cook, 1998, Isadora's restaurant

Work with a team of other chefs

Responsible for all appetizers, salads, fried foods, prepping plates, act as 'prep' cook as well

Line & Prep Cook, 1997, Nevermind restaurant.

Work with a team of other chefs

Responsible for all appetizers, salads, fried foods, prepping plates, act as 'prep' cook as well

Opened as well as closed the kitchen, maintained cleanliness of kitchen

Cashier, 1996, Creekhous Gallery

Point of sales, customer service, wrapping gifts

Kept the store clean and organized

Line & Prep Cook, 1994-1996, Candia Taverna

Preprocessed foods to be cooked later

Helped other chefs during rush hour