

James O'Donnell

Senior Technical Artist / Tools Developer

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Objective

My passion in game development is being a force multiplier for content teams through the development of the tools and pipelines required to ship modern games; building a deep knowledge of studio and content authoring processes to allow me to be a common point of contact for coordinating cross-team efforts; and being a first-line-of-defense for artists and other content creators when they hit bugs and blocking issues. I crave opportunities to learn new techniques and processes to further my abilities as a developer and then share that knowledge with other coworkers to push our abilities as a team.

Shipped Titles

- Forza Motorsport 3 (Xbox 360)
- Forza Motorsport 4 (Xbox 360)
- Forza Motorsport 5 (Xbox One launch)

Language Experience

- Maxscript (extensive)
- C# and XAML (extensive)
- HLSL (DX9) (some)
- C++ (some)
- Powershell (some)
- MSBuild (some)

Relevant Experience

4/10 – Current : Technical Artist (Contract), Turn10 (Microsoft Game Studios)

- Manager – Arthur Shek, Technical Director, (425) 703 - 2007 ex. 32007
- Shipped “Forza Motorsport 4” for the Xbox 360 and “Forza Motorsport 5” as a launch title for the Xbox One.
- Worked with environment leads throughout the development of ‘Forza Motorsport 4’ to research and author HLSL shaders and acted as the owner of the HLSL shader library
- Developed C# tooling and pipelines to expedite content iteration
- Responsible for Maxscript tool authoring and ownership of the studio MXS codebase, contributed to by multiple developers
- Mentored junior technical artists and tools developers to strengthen their software development skillset and train them in the pipelines they would be working with at Turn 10
- Code reviewed developer work across the tools department
- Responsible for triaging and resolving user issues across the studio
- Served as a fulcrum for cross-team efforts, relied on by test leads, art leads, and engine developers, through comprehensive understanding of the processes, trade-offs, and challenges faced by those respective teams

2/10 – 3/10 : Environment Artist (Contract), Valkyrie Entertainment

- Manager – Joakim Wejdemar, President, (206) 383 - 6437
- Produced level art content for “Section 8: Prejudice” by Timegate Studios.

10/09 – 11/09 : 3D Graphic Artist (Contract), Bungie

- Manager – Jim McQuillan, Creative Director of Visual Design, (425) 739 - 4969
- Prepared “Halo: Reach” content for use by external partners for toy production.

5/08 – 5/09 : Track Artist (Contract), Turn10 (Microsoft Game Studios)

- Manager – Matt Collins, Environment Art Lead, (425) 722 - 4416
- Shipped “Forza Motorsport 3,” a first-party AAA title for the Xbox 360 platform.
- Created realistic and highly accurate environment art assets for real-world race tracks.
- Developed HLSL shaders for environment art in conjunction with lead artists, including procedurally animated vertex shaders.
- Produced Maxscript tools for artists to help expedite time-consuming tasks.

6/05 – 4/08 : Technical Artist, Forgotten Hope 2 mod for Battlefield 2

- Responsible for modeling and texturing work for new meshes in the Battlefield 2 engine.
- Improved stock Battlefield 2 shaders and wrote new effects techniques in HLSL.
- Won fourth place for ModDB's 2007 “Mod of the Year” awards, as well as second place in “Best Unreleased Mod” in both 2005 and 2006.
- Featured in “Games for Windows” magazine (Issue #2, January 2007.)
- Mod team website: <http://www.fhmod.org>

Educational Background

- Savannah College of Art and Design - Savannah, Georgia
 - Bachelor of Fine Arts - Interactive Development/Game Design ; Magna Cum Laude