

# Grayson Chalmers

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## SUMMARY

I am a creative, results oriented game developer with strong product focus, a love for problem solving and a proven track record of success. Currently my focus is international outsourcing production, pipeline, contract setup and negotiation for almost all aspects of artwork for game development.

## EXPERIENCE

### **Sony Online Entertainment**

12/2007 - Present

Outsource Manager

Shipped DC Universe Online and assisted with content updates for Star Wars Galaxies. Built the outsource department and a large network of vendors to supply assets for several development teams in addition to managing a large scale insourcing effort. Our team supplied buildings, vehicles, character models, character animations, weapons, and full levels to multiple development teams.

### **Creative Threat**

03/2005 - Present

Art Director

Create design previsualization artwork and promotional renderings for pre and post patent inventions.

### **Midway Games**

03/2003 - 12/2007

Animator > Lead Animator > Character Lead

Shipped Area 51. Produced character animation, cinema camera animation and in game setup and scripting. Worked as the character team lead on Criminal, an unreleased title. Supplied motion capture direction, cinema direction, shader design, and gameplay previsualization.

### **Warthog Texas**

04/2003 - 03/2004

3d Artist

Worked on an unreleased Lord of the Rings title for Vivendi. Created character models, animation and rigging as well as environmental art assets.

## EDUCATION

### **The Savannah College of Art and Design**

08/2000 - 05/2003

Computer animation