

# Jeremiah Washburn

## Artist

Raleigh-Durham, NC

[Jeremiah@SpicyWasabi.com](mailto:Jeremiah@SpicyWasabi.com)

(919) 949-5991

Lead Art professional seasoned in the creation of 3d characters and environments.

Authorized to work in the US for any employer

## Work Experience

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### Art Director

Imangi Studios - Raleigh, NC

January 2014 to November 2017

Built a team of 8 artists to take the 'Temple Run' franchise to the next level for IOS and Android.

Created 3 new environments, characters and gameplay topping out at #1 of IOS / Android charts for the start of 2016.

'Game as a service' style agile development driven by metrics with a quick turnaround for adjustments to best suit players.

Created Temple Run Virtual Reality (TRVR) for Oculus Gear VR.

### Technical Artist

Red Storm Entertainment - Cary, NC

August 2011 to January 2014

- Senior Technical Artist, FX artist - 'RockSmith 2014' (Xbox360, PS3, PC, MAC Pub. 11-2013)
- Technical Director - 'Ghost Recon Future Soldier' DLC 1, 2 (Xbox360, PS3, PC Pub. 11-20-12)
- Technical Director - 'Ghost Recon Future Soldier' (Xbox360, PS3, PC Pub.11-20-12)

### Technical Artist

Junction Point / Disney Interactive Studios - Austin, TX

July 2010 to August 2011

- Technical Artist - 'Epic Mickey 2' (Xbox360, PS3, WiiU, Wii) Published 11-20-12)
- Technical Artist - 'Epic Mickey' (Wii, Published 11-30-10)

### Creative Director

Emergent Game Technologies - Chapel Hill, NC

July 2001 to June 2010

Creative Director responsible for Gamebryo's demonstrations of game technology.

Created art for WarMachine, Forbidden Terror, Metal Wars, Lenguins on Ice, MadLab, Eternum, and numerous other displays of technology.

Managed various outsourced resources and in-house artists.

Designed War Machine and Forbidden Terror game play concepts and art directed look.

Designed Lenguins IP, game play and concepts. Created Lenguins Game prototype for ps2 & gamecube.

## **Lead Artist**

Vicious Cycle Software - Morrisville, NC  
March 2000 to July 2001

Lead Artist - 'Robotech-BattleCry' (PS2, GameCube, Xbox, Published 9-24-02)  
Principle character modeler also maintained weekly schedules and distributed tasks for artists.  
Organized production and setup of levels.  
Created many of the game's special effects. Helped prototype and design level editor.  
Acted as technical adviser to the art staff as well as art liaison to programming staff.

## **Character Artist**

Hasbro Interactive / Microprose - Chapel Hill, NC  
October 1999 to March 2000

Concepts, modeling, and texturing alien creatures for 'Xcom Genesis'. A real-time 3d strategy remake of the classic, 'Xcom- UFO Defense'.

## **Contract Artist**

Irrational Games - Cambridge, MA  
November 1997 to March 1998

Created various object and character models for 'System Shock 2' publishers demo.  
Modeled, textured, and implemented characters into Looking Glass's proprietary 'Dark engine' using Alais 8.0. on a SGI Indigo<sup>2</sup>.

## **Background Artist**

Kinetic Arts - Natick, MA  
December 1994 to February 1996

Created background screens and various animations for 'Xanth2', 'Habatatics', 'Shannara', 'Mission Critical' & 'Star Control 3'. Worked mostly in DPaint & Ani-Pro with a very talented group of artists headed up by Tanya Issacson, contracting work out from Legend Entertainment.

## Education

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### **Bachelor in Fine Arts / Illustration in 3d Computer Graphics**

Massachusetts College of Art - Boston, MA  
May 1990 to May 1994

## Skills

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3d Studio Max, Zbrush, Maya, Adobe Photoshop, Substance Designer, Unreal, Unity, Snowdrop and various other in-house engines

## Links

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<http://www.Spicywasabi.com>

## Additional Information

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### Related:

2011 East Coast Game Conference - Presented Lecture: "Special Effects on the Wii Using R3MT Shaders"

2010 Triangle Game Conference - Presented Lecture: "Practical Direct 3D 11 Tessellation"

2007 to 2009 - Delivered Training - Beijing China, Seoul Korea, CA, NC

2002, 2004, 2006, 2008 - Attendance at Siggraph