

IAN WELLS

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iwellsart.com

CORE SKILLS

Team Leadership & Mentorship

Schedule Forecasting &

Planning

Artistic & Strategic Vision

External Partner Management

Mobile Game Development

Asset Pipeline Development

3D Characters & Environments

2D Concept & Textures

Level Design & World Building

Game Design & Mechanics

Multidisciplinary Collaboration

Holistic Game Development

Proactive and Self-Tasking

Quality Management

Expert in 3DS Max, Photoshop, Unity, InDesign, & Proprietary Engines

Experienced in Maya, 3D Coat, & Substance Painter

ART LEAD

Lead Artist with 15+ years of industry experience, from free-to-play mobile games to triple-A franchises. I am driven to create performant, high-quality art through creative solutions to technical limitations. I excel in collaborative environments and lead by example. My goal is to enable the team to reach our full potential and make the best possible product we can.

Glu Mobile

Senior Artist | 2019-2021

Worked closely with design to create levels from scratch to finished product. Quality and performance passes on existing art.

Disney Interactive/Lucas film

Lead 3D Art / Art Director | 2014-2019

Star Wars RIVALS

Responsible for the successful creation of over 100 character assets and more than 50 unique environments, all approved by in-house art direction and Lucasfilm brand and licensing, within technical requirements and on time.

Worked closely with engineers and tech-art to plan and implement pipelines for art assets, lighting and lightmapping, and custom PBR shaders optimized for mobile, as well as establish and police art budgets.

Was sought after by other teams for production assistance and to help improve/maintain quality. Collaborated with production to define short- and long-term sprint goals.

- Provided mentorship and hands-on assistance to ensure that all goals met or exceeded expectations, time, and budget.
- Worked directly with studio art director to establish and maintain consistent visuals.
- Was an integral part in planning, design, and feature kick-off meetings.
- Oversaw external partners – responsible for planning, scheduling and tasking; feedback and communicating art direction; integration into internal pipeline.
- Worked in tandem with another artist on all environment assets.
- Responsible for final lighting in the game, encompassing placement, baking, light and reflection probes, and skyboxes.
- Uplifted older assets to meet current quality standards.
- Created Metal, Smoothness, Occlusion and Emissive maps for characters.
- Providing likeness corrections on actor-based characters.

Unreleased Marvel RTS

Managed an art team of 14, encompassing character and environment art, Concept, VFX, and Animation. Responsible for growing the team and taking the visuals from prototype to Marvel brand and licensing approved.

Core responsibilities:

- Collaborated with production to define short- and long-term sprint goals.
- Worked with AD to establish and maintain consistent visuals.
- Worked with EP in planning, design, and feature kick-off meetings.
- Directed and mentored interns.
- Worked with engineers to create asset pipelines and shaders.
- Built all environments – art assets, world building, and lighting.
- Oversaw external partners – responsible for planning, scheduling, and tasking; feedback and art direction; integration into internal pipeline.

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REFERENCES

"Ian is a phenomenal artist and game maker. He is equally adept at communicating with other artists as he is working across disciplines."

"I was amazed at how quickly he picked up new techniques..."

"Ian Wells is one of those critical people that can change the course of your project for the better."

"Ian is a jack of all trades, master of all. I've never seen anyone so easily adapt to new tools and figure out the best way to use them..."

"As a developer 'what would Ian do' comes to my mind often."

Kabam

Senior Environment Artist | 2013-2014

Spirit Lords

Was brought on as an expert in modular environment construction, establishing a system that allowed a small team to create the art and construct the layout for over 40 unique dungeons. This modular system was used on their next project, Star Wars Uprising.

- Direct and mentor the environment team.
- Collaborated with production to define short- and long-term sprint goals.
- Establish pipelines for environments, including art assets and budgets, level design and creation, and lighting.
- Created modular art sets, establishing the art style and best practices as well as a template for artists to follow.
- Provide final polish pass, set-dressing, and lighting on levels.
- Rig environment assets and create initial animations.

Stomp Games/Tencent Boston

Lead Environment Artist | 2008-2013

Robot Rising

As Scrum product owner, I was responsible for scheduling and overseeing all environment art and lighting, level design and creation, gameplay and combat, item population and player progression.

- Spearheaded a proxy system that allowed a small team to create over 900 unique levels, and non-destructively swap content.
- Provided mentorship and hands-on assistance to ensure that all goals met or exceeded expectations, time and budget.
- Applied final polish pass on all environment art, lighting, palettes, and level design.
- Provided environment and character assets, level design and building.

Unreleased MMO

- Created all art for the pitch demo, including models, textures, animations, VFX, UI and HUD.
- Provided guidance for asset creation and world building, feedback and art direction, and documentation for pipelines and processes.
- Created initial world building, provided final polish to layout and lighting.
- Created weapons, props, structures, biomes and modular dungeon sets.

Iron Lore Entertainment

Artist | 2006-2008

Warhammer 40k: Dawn of War – Soulstorm

- Model and texture characters, vehicles, and environment props.
- Learned Flash on the job, from no experience to final UI in 2 months.
- UI included creating campaign animations, UI and HUD elements, icons, buttons and windows.

Titan Quest: Immortal Throne

- Created weapon assets, from concept to model and texture, to VFX.
- Environment prop assets
- Created new textures for mobs to create additional variation.
- Rigged characters, armor, and weapons.
- Provided support for UI, creating icons and buttons