

Tad Ehrlich

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## **OBJECTIVE**

To find a job that challenges me, inspires me, and allows me to expand my skills in a comfortable work environment.

## **EXPERIENCE**

4/2004 – 5/2007

**Sigil Games Online**, Carlsbad, California (*Team Lead/Senior Environment Artist*)

At Sigil my job was to model and UV any objects within the play environment. Whether it was a chair, an altar, a building or a dungeon I was responsible for either realizing the concept artists vision into 3D or coming up with the design myself and then finishing it to being game ready. This entailed all technical considerations of our portal technology, following our grid system of construction, making LODs for the objects, and all the other proprietary technical requirements in our pipeline. Along with the creation of the objects, I also worked with our design department to facilitate their game play concepts with the layout of the environment and the player progression through it.

As a team lead I was responsible for not only my day to day work requirements but also the scheduling, technical support, and general progress of my team which varied in size from four artists working under me up to eleven.

5/2003 – 3/2004

**Diversion Studios**, San Diego, California (*Texture Artist/Modeler/Designer*)

Diversion Studios was a small start up company that was working to create a street luge game. While there I modeled, textured and UV'd characters and environments, designed the user interface, and worked on our promo video for the game.

10/1999 – 4/2003

**Midway Home Entertainment**, San Diego, California (*Texture Artist/Modeler/Designer*)

At Midway my workload entailed modeling and texturing environments, characters, and any other objects which are necessary. My duties were also expanded into the area of level design where I actually work out the details of the gameplay areas and interactions within that environment. I also worked with the programmers to design the technical aspects of character special effects, environment effects, and general problem solving pertaining to model and texture usage under our engine.

4/1995 - 10/1999

**Wildstorm Productions a Division of DC Comics**, San Diego, California (*Colorist*)

As a colorist I would take the inked page of a comic, scan it into the computer, and then color it in Photoshop. I would give form and depth to the art and also use particular color schemes to convey a sense of emotion within the panels.

## **EDUCATION**

San Diego State University - 1996

Bachelor's Degree in Art with an emphasis in graphic design.

## **SKILLS**

I am very proficient in using Photoshop and Maya. I have used Photoshop up to Photoshop CS and Maya up to Maya 6.0. My usage in Maya has been primarily focused on texturing, UVing, and polygonal modeling.

## **Past Projects**

Vanguard: Saga of Heroes – 3 years

Ready to Rumble Round 2 - 10 months

Game Research and Development – 15 months

Justice League America: In development – 12 months

## **References**

Available upon request