

# MICHAEL PATRICK CLARK

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THE ORDER  
1886

SAINTS ROW  
IV

inSANE  
(cancelled)

RED FACTION  
ARMAGEDDON

RED FACTION  
GUERRILLA

## PRODUCER

2015 - 2015 | Red 5 Studios - Irvine CA

Producer - 2015

- Managed a 40 person art team
- Took ownership of milestone planning and tracking for the entire development team
- Managed scope on content updates to hit scheduled targets, and built new processes to combat overscoping before it starts for future updates
- Ran daily standups and leads meetings
- Trained entire studio on JIRA and Confluence when we migrated from Bugzilla
- created JIRA workflows, boards, and filters for the team
- Built a scheduling process with JIRA and Project to hit 8 week milestones, allowing for daily schedule revisions and reports to senior management
- Created new data reports and visualizations to help the art teams understand their schedules and capacity
- Vetted and built relationships with outsource vendors and contractors to provide outsource art assets
- Managed outsource pipeline, including providing art feedback, coordinating materials, handling deliveries, developing conventions

## PRODUCER

2012 - 2015 | Ready At Dawn Studios LLC - Irvine CA

Art Producer - 2012 | Producer - 2014

- Organized daily director/lead reviews across the team, recording and distributing all tasks
- Oversaw 39 developers in level design, environment art, lighting, and scripting departments
- Created a schedule for all the levels in the game and enforced these deadlines, motivating the team to hit our aggressive dates and providing visibility on progress
- Tasked and organized JIRA and DevTrack issues
- Interviewed production and art candidates
- Created processes to provide early warning of build failures and trained employees to avoid breaking the build
- Projected and balanced quality iteration / complexity against schedule realities to find the right spends
- Aided development - asset integration, scene processing / setup, performance and memory optimization / auditing
- Developed and oversaw corrective plans for underperforming employees, bringing five employees up to desired performance levels

## SENIOR 3D ARTIST

2007 - 2012 | Volition, Inc - Champaign IL

Associate - 2007 | Midlevel - 2008 | Senior - 2009 | Lead - 2012

- Provided internal art feedback and direction
- Provided outsourcing feedback and direction
- Created a series of standardized material libraries for environment, vehicle, and character artists
- First production artist on inSane - drove creation of visual bar / visual goal standards
- Tutored / mentored many artists studio-wide and later THQ-wide, including 'next gen' art pipeline documentation

Rochester Institute of Technology - 2006  
BS in Multidisciplinary Studies  
New Media Design  
Business

JIRA, DevTrack, Bugzilla  
MS Project  
MS Office & OneNote  
Confluence, MediaWiki  
3DS Max, Maya  
Photoshop  
zBrush  
Illustrator