

# SUZANNE M. MEILER

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## EXPERIENCE

Lead Environment Artist, Atomic Games/Destineer Studios Raleigh, NC November 2006 – August 2009

- Developed style and cohesive look and feel for Six Days in Fallujah in conjunction with Art Director
- Responsible for scheduling 15 person environment team, created detailed tasks for artists, collaborated with art director on master schedule for the entirety of the project
- Created documentation for art pipeline (work flow), tools, and style guides
- Conducted semi-annual performance reviews, performed art critiques and reviewed directed tasks daily
- Assisted in hiring process for nearly half of the environment team, held phone interviews, planned on site interviews, reviewed and selected portfolios, assisted in the creation of the hiring art test
- Recruited for Atomic Games/Destineer Studios at career fairs and other game industry functions

*Six Days in Fallujah* ( Xbox 360, PS3, PC – Cancelled 2009 )

- Served as sole artist responsible for working with lead designer for level design of the game
- Created art assets for non-destructible architecture and improvements on existing textures.
- Defined per-level texture palette and prop library documentation to ensure consistency, continuity, and maintenance of performance budget of game

*Undisclosed Training Simulation* (PC – April 2008)

- Modeled and created textures for environment assets, focused on architecture and interior props
- Managed asset catalogue for Atomic Games/Destineer Studios wiki page

Senior Artist, Red Storm Entertainment / Ubisoft

Morrisville, NC November 2000 – November 2006

*Ghost Recon Advanced Warfighter 2* ( Xbox 360 – March 2007 )

- Built environments on 2 multiplayer levels, collaborated with prop team on required assets
- On initiative, developed a style guide format for single-player levels
- Tasked with a double-size level load due to reputation for swift execution
- Game received a 9.1 on IGN.com

*Ghost Recon Advanced Warfighter* ( PC, Xbox 360, Xbox, PS2 – June 2006 )

- Modeled and textured environment assets while investigating next generation pipeline and techniques
- Xbox 360 SKU averaged 90.8% review per GameRankings.com

*Tom Clancy's Rainbow Six: Lockdown* ( PC – February 2006 )

- Adapted existing PS2 assets by building new geometry and textures as needed to create higher resolution environments for PC
- Primary level designer / environment artist for missions 3, 13, 14, and 15

*Tom Clancy's Rainbow Six: Lockdown* ( PS2 – September 2005 )

- Built six levels in their entirety, to include all geometry, textures, and dynamic objects
- Developed style guides for levels during pre-production phase

*Tom Clancy's Rainbow Six 3: Raven Shield* ( PC – March 2003 )

- Created cinematic cut-scene small environment, including models and textures
- Game averaged 88% review per GameRankings.com

*The Sum of all Fears* ( Gamecube, PC – May 2002 )

- Primary level designer / environment artist for three single-player levels (3, 7, 10) including textures, objects, and lighting. Assisted on missions 1 and 8

*Tom Clancy's Ghost Recon: Island Thunder* ( PC, Xbox – September 2002 )

- Environment modeler / texturer for single and multiplayer levels

*Tom Clancy's Ghost Recon* ( Gamecube, PC, PS2, Xbox – November 2001 )

- Worked as the visual / polish half of a two-person level design team. Tasks included creating and applying textures, architectural modeling, and meshing / object placement
- Built missions 3, 5, 8, 11, and 15
- "Game of the Year" awarded by PC Gamer and IGN.com

Lead Artist, Random Games, Inc.

Morrisville, NC July 1999 - Nov 2000

Netimmerse Demo

- Created game demo using NDL's Netimmerse 3D game engine (rebranded: Gamebryo, Emergent Elements, from Emergent Game Technologies)

Avalon Hill's Squad Leader ( PC – October 2000 )

- As art lead on an isometric-view turn-based strategy game, was responsible for organizing and managing a 10 man art team covering all art disciplines
- Created approximately a dozen levels, and touched all other game levels during polish phase. Credited as a designer for that additional effort
- Built modular environment models, and painted textures, including tiling textures, and terrains

**SPEAKING ENGAGEMENTS**

- Triangle Game Conference Raleigh, NC April 2009  
Panel: *Breaking into the Game Industry*
- GDX 2009 Savannah College of Art and Design Savannah, GA April 2009  
Invitation from SCAD to speak
- Digital Game Expo Raleigh, NC June 2008  
Title: *Getting In: How to land your first job*
- Carolina Games Summit Goldsboro, NC January 2008  
Career Fair: Representative for Destineer Studios
- Wake Technical Community College Classroom Discussion 2008  
Classroom discussion: "What Game Companies Look for in an Artist"
- Savannah College of Art and Design Career Fair 2007  
Career Fair: Representative for Destineer Studios

**EDUCATION**

School of Communication Arts Raleigh, NC 1997-99

- *Certificate in Advanced 3D Computer Animation using Maya*
- *Certificate in Computer Art and Animation using 3D Studio Max*

*Awards*

- Won the outstanding achievement award in 3D Computer Animation, for excellence in software proficiency, artistic merit, portfolio development, and citizenship.

Wake Technical Community College Raleigh, NC 1998

- *Certificate in Alias Power Animator, 48 hour course*