SCOTT GOFFMAN

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Education
B. A., Film Studies. University of California, Santa Barbara. June, 1992.

Experience

In-Game Cinematics Supervisor - Blizzard Entertainment, May, 2006 to present.
- Created Blizzard's In-Game Cinematics team.
- Led team of artists, engineers, techs, and animators in creating in-engine cut-scenes for ***World of Warcraft, Starcraft 2: Wings of Liberty, Diablo III,*** and ***Starcraft 2: Heart of the Swarm.***
- Integrated third-party GPU renderer (***Furryball***) into pipeline.
- Designed and wrote asset pipeline and tools in VB.Net, C#, Python, and Maxscript.

Project Director, Technical Art - Blizzard Entertainment Console Division, April, 2005 to August 2006.
- Oversaw tools and tech development for Xbox/PS2 game ***Starcraft: Ghost*** (unshipped).
- Created majority of in-game character animations. Managed animation team.
- Wrote tools and pipeline for in-house next-gen (Xbox 360/PS3) engine.

Art Director and Vice President - Swingin' Ape Studios. July, 2000 to April, 2005.
- Founded company with two partners.
- Recruited, hired and managed art team.
- Designed and supervised art style and scheduled art production.
- Modeled and animated all characters.
- Created all cinematics using game engine.
- Responsible for all company purchasing, network infrastructure, server and desktop hardware/software support.
- Shipped Xbox/PS2/GameCube game ***Metal Arms – Glitch In the System.***
- Developed playable demos under contract for four additional titles.

Lead 3D Artist - Midway Games. August, 1996 to July, 2000.
- Modeled all boats, designed/modeled 50% of the tracks for coin-op arcade game ***Hydro Thunder.***
- Designed gameplay, supervised art style, designed and built cars and tracks for the coin-op arcade game ***Stock Carnage*** (unshipped).

Lead Artist - SegaSoft. April, 1996 to August, 1996.
- Designed puzzle game ***Lose Your Marbles.*** **(**Studio closed in 1996.)

Designer/3-D Artist - Jefferson Eliot Concept Designs. April, 1994 to November, 1994.
- Modeled/rendered architectural scenes for a 75-acre ***Golden Harvest Films*** theme park in Singapore.

Lead Animator/Art Supervisor - Activision Studios. December, 1993 to April, 1996.
- Built, textured, and animated scenes for the CDROM adventure game ***Zork: Nemesis***.Supervised production of 3-D rendered backgrounds by external art houses.
- Designed and created shell backgrounds, cinematics, posters, and box cover art for the action/strategy game ***Mechwarrior 2***. Designed environments for interactive backgrounds and fly-through animations.
- Created environment art and animations for the CDROM adventure game ***Planetfall*** (unshipped).
- Supervised art conversion from PC to Mac for the CDROM adventure game ***Return to Zork***.

Miscellaneous Accomplishments
2011: Nominee, *Visual Effects Society* Award for "Outstanding Real Time Visual Effects in a Video Game"
2011: Presenter, GDC Technical Artist Book Camp