

# Erik Ose

8 year veteran in managing external and internal teams.

## **Lead Environment Artist, Lead External Team Manager, 3D Generalist, Graphic Artist**

### ● Established external pipelines-

Scheduling, documentation, jira tagging, overseeing quality control to ensure content delivered within deadlines while hitting above bar performance.

### ● Maintained communication-

Standups, scheduled meetings to ensure collaboration and target production crisis proactively across all levels.

### ● Principal artist-

Inception of new IP creation with art bible allowing seamless translation between disciplines regarding art style.

### ● Spearheaded engine evolution-

Implementation, documentation and educating team members through early adoption periods to minimize ramp up.

### ● Mentored associate producers-

Scope, team health, project health to raise efficiency and help to ease aggressive episodic timelines.

### ● Proficiencies-

Unity, Unreal, Autodesk collection, Adobe suite, Substance and most standard editing or modeling tool sets.

## **TITLES**

- **Stranger Things (unannounced): -Lead Environment Artist/External Lead Vietnam, Unity Dev**
- **Batman Season 2: -Environment Artist, Lighter, Props Modeler**
- **Guardians of the Galaxy: The Telltale Series - Lead Environment Artist/External Lead Vietnam**
- **The Walking Dead: A New Frontier -Environment Artist, Props Modeler, Lighter**
- **The Walking Dead: Michonne - A Telltale Games Mini-Series -Lead Environment Artist**
- **Tales from the Borderlands -Environment Artist, Props Modeler, Lighter**
- **Game of Thrones -Consultant**
- **The Walking Dead: Season 2 -Lead Environment Artist, Lighter**
- **The Wolf Among Us -Environment Artist, Lighter**
- **The Walking Dead: 400 Days Lead Environment Artist, Lighter**
- **The Walking Dead: The Game -Environment Artist, Lead Artist, Lighter**
- **Poker Night 2 -Environment Artist**
- **Jurassic Park: The Game -Environment Artist, Lead Artist & External Lead, Lighter**
- **Back to the Future: The Game -Environment Artist, Lighter**

## **EDUCATION**

SAE Expression College, Emeryville — Bachelor of Arts Game Art & Design

*\*Graduated Valedictorian*

California State University-Sacramento — Bachelors of Science Criminal Justice Administrations

## **AWARDS**

2016 Art of Video Games “The Wolf Among Us” - Fables Trip Trap Bar

2002 Speech & Debate Northern CA Regionals - Informative category