

Barrett Meeker
reel.barrettmeeker.com

310-913-3911
2507 20th St.
Santa Monica, CA 90405

contact@barrettmeeker.com

Experience

August 2011 – Present, Senior Environment Artist, Spark Unlimited

My responsibilities include asset creation, level design input, lighting, and performance considerations. I am responsible for making an Unreal Engine based, currently unannounced 3rd person action game world come alive regardless of the platform.

- Mentoring and leading a team of artists in creating visually stunning 3d game environments.
- Layout, light, and setdress levels; working with designers to create fun gameplay spaces.
- Creating high res textured models and baking them to low res game assets.
- Optimizing levels for performance within the technical and memory constraints of the game.

References available on request.

March 2003 – June 2011, CG Artist / Lead, Blur Studio

Over the eight years I was with Blur I filled many roles: Sequence lighting & compositing supervisor, look development lead, environment modeling, character modeling, prop modeling, quality control supervising, and rigging.

- As lead on many projects, I developed the look, lighting, compositing, and workflow for a project, creating master shots to establish these before any of the other lighter-compositers joined my team. Then depending on the project I would either directly supervise my team and give critique or serve as support for the overall project supervisor.
- I created a technical prop and vehicle quality control supervisor position to resolve pipeline issues and filled the position for a number of years in addition to my normal responsibilities.
- Credited in over 14 games, many of them AAA titles.
- On *Batman Arkham City* I did camera work for a high quality live action previs used to develop the look and edit.
- I helped to develop and rig with a facial system that subsequently became *Face Robot*.

References

Kevin Margo, Supervisor (202-549-1861, kevin@blur.com)
Dan Woje, Artist (310-869-4660, dowje@blur.com)

Awards

Grounded - short film - Co-Directed, Additional VFX

Best Independent Film - Mammoth Mountain Film Festival
Best Editing, Best Cinematography, Best Digital FX - Los Angeles Cinema Festival
Award of Excellence, Best Editing - 2012 LA Movie Awards

Bartman: Arkham City – Artist Lead

Trailer of The Year Nominee – 2011 Video Game Awards

125 Grand Prix – motorcycle racing - racer

Champion 2009 – Willow Springs Motorcycle Club
13 race wins – Willow Springs Motorcycle Club

Gopher Broke – animated short film – modeling, rigging

Oscar Nominated – 2004 Academy Awards
Official Selection 2006 – Sundance

In the Rough – animated short film – lighting compositing, modeling, rigging

Short Listed – 2004 Academy Awards

Skills

3D Programs: 3D Studio Max, Zbrush, Softimage, Vray, Mental Ray

Game Engines: Unreal Engine

Graphic/Video: Digital Fusion, Photoshop, Premiere, Vegas

Short Film: Directing, Editing, Producing, Camera Work, Script Writing

Traditional Art: Painting, Welding, Figure Drawing, Photography

Programming: Java, PHP/HTML, XML

Education

Candidate B.A. Computer Video Imaging, Cogswell Polytechnical College, 1999-2003
(left just before completion to work at Blur)

5 years of private art instruction, including painting, drawing, and sculpture