

DAVID ANCIRA  
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## EXPERIENCE

MIDWAY GAMES, INC (Formerly Inevitable Entertainment)  
Senior Environment Artist, Lead Artist

Austin, TX  
June 2002 - Present

Lead Environment Artist/Senior Artist for unnamed NextGen title in development for Xbox 360 and PS3.

- Spearheaded transition of staff from proprietary Inevitable engine to Unreal Engine 3. This included learning previously unknown technology and creating video tutorials which were used company-wide to train new environment artists.
- Tasked with R&D within Unreal to determine feasibility of MAG-style game.
- As sole environment artist at the inception of the project, developed the look and feel of the NextGen city via environment studies focusing on cityscapes, exteriors, and clean interiors.
- For approximately 2 ½ years, acted as Art Lead, reporting directly to the Art Director. As such, developed project forecasting and scheduling of resources. Managed open city environment team of 6 environment artists.
- Named *Workhorse of the Year* in 2005, a studio-wide peer nominated award.
- Currently acting as Lead of visual quality, tasked with raising the bar of the team's final art product. Required to take ownership of individual levels and train artists to achieve project's required level of polish.

Lead Modeler and Texture Artist for Area 51 developed for the Play Station 2, using Inevitable Entertainment's proprietary game engine.

- Hired as junior environment artist and promoted to Lead Artist within 2 months.
- Duties included concept, modeling and texturing of environment.
- Trained and managed 5 environment artists.
- As lead, focused heavily on many different areas including environments, characters, and weapons.
- Acted as key liaison with programming department. Assisted with development of required scripts and tools and disseminating to art team.

RITUAL ENTERTAINMENT  
Contract Artist

Dallas, TX  
April – June 2002

- Built and textured approximately 20-30 models for use in Star Trek Elite Forces 2 using Quake III engine.
- Created A Models (Modeling, Un-wrapping, and Texturing).
- Created models from Concept stage to final In-Game.

GIGANTIC GAMES  
Co-Founder, Lead Artist  
Head of Gigantic Designs (Gigantic Games' Web Division)

Austin, TX  
1997 - 2001

- Responsible for all artwork for Gigantic Games' first title *IronSquad*, nominated as a finalist in the 2001 Independent Games Festival.

- Produced the initial look and feel of the game through concept sketches utilizing traditional painting and airbrush skills.
- Used a multitude of different software packages including Photoshop, Lightwave, 3D Studio Max, Polytrans and Debabilizer Pro for game development.
- Created low poly game models and high poly texture models.
- Managed several other artists towards completion of project deadlines.

WEBTAGGERS INC.  
User Interface Specialist

Austin, TX  
2000

- Designed user interface graphics for new software development.
- Redesigned and implemented new corporate web site.
- Reported directly to the CTO.
- Left in anticipation of the closing of the company, which failed to secure venture funding beyond the seed stage. Company closed its doors in November 2000.

CONCORDIA UNIVERSITY  
Webmaster

Austin, TX  
1999 - 2000

CONSULTIS INFORMATION TECHNOLOGIES  
Resource Coordinator/ QA Team/ Image and Marketing Team

Austin, TX  
1999

## EDUCATION

BLINN COLLEGE, BRENHAM, TX  
Area of Concentration: Studio Art  
1993 to 1994

AUSTIN COMMUNITY COLLEGE, AUSTIN, TX  
Area of Concentration: Studio Art  
1994 to 1996

## SOFTWARE SKILLS

3D Studio Max  
Photoshop  
Unreal 3 Editor  
Mudbox  
ZBrush  
Flash  
Perforce