GENERAL INFORMATION

Name: Stephane Roncada
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Speaks: English (fluent), French (native)

EXPERIENCE

- **Shipped Games**: I have shipped a total of 15 games since 2001.

- **Making Games**: 12+ years of experience making games.

- **Creating Art**: 14+ years of experience creating environment art, 8+ years of experience creating and texturing models/props.

- **Writing Code**: 4+ years of experience programming tools (3ds max, Photoshop, Unity3D), writing game logic and fixing/updating existing code.

- **Building Websites**: 14+ years of experience building websites, 6+ years of experience with Wordpress, HTML, CSS, PHP, JAVASCRIPT.

- **Leading / managing**: 5+ years of experience with leading and managing a mobile game project, from beginning to end.

2XL Games - Many Games Later
Lead Artist, Lead Tech Artist, Lead Web Designer (2010 - 2014)

- Lead environment artist, in charge of creating and overseeing the levels.

- Lead UI integration artist, in charge of turning Photoshop UI mock-ups into fully functional in-game UI screens.

- Lead AI tuner, in charge of making the AI racers competitive, but still beatable.

- Lead technical artist, tool creation and maintenance to improve artist workflows and task automation.

- Lead web designer, in charge of building and maintaining company websites.

- Games Shipped: 2XL ATV Offroad, 2XL Snocross, 2XL MX Offroad, Ricky Carmichael's Motocross Matchup, Capital City.

2XL Games - 2XL Supercross
Lead Artist, Lead Track Designer (2009 - 2010)

- Still at 2XL Games, we created our first mobile game on iPhone/iPod.

- Lead artist and track designer, in charge of designing the race tracks, the props and the environments.

- Lead AI tuner, in charge of making the AI racers competitive, but still beatable.

- Started learning and playing around with MaxScript and C#.

2XL Games - BAJA: Edge of Control
Track Designer (2006 - 2009)

- Retired from professional racing to join the video games industry full time.

- Joined 2XL Games to be one of the Track Designer/Environment Artist for BAJA: Edge of Control.

- Worked directly with the environment artists to create race tracks that would be challenging and fit within each environment.

- Moved up to level designer, in charge of designing the race tracks and the world around them.

Rainbo Studios/THQ - MX vs ATV and ATV Offroad Fury series
Track Designer (part-time, 2001 - 2004)

- Did more part-time work for Rainbo Studios over the years (while I was still racing professionally).

- Shipped some of their most successful Off-Road racing games: MX Unleashed, MX vs ATV Unleashed, MX vs ATV Untamed, ATV Offroad Fury 1 & 2.

- Created over half the racetracks for those games during that time.

Rainbo Studios/Microsoft - Motocross Madness 2
Track Designer (part-time, 1999 - 2000)

- Worked part-time with Rainbo Studios and Microsoft to create realistic Motocross & Supercross racetracks for the PC Game "Motocross Madness 2". Back then I was still a Professional Motocross racer so I had a special relationship with Rainbo & Microsoft, which allowed me to create tracks when my scheduled allowed it. This is also the year I learned 3D modeling & texturing.

SOFTWARE EXPERTISE

Content Creation:

- Unity 3D

- 3D Studio Max

- V-Ray

- Mudbox

- World Machine

- Photoshop

- Lightroom
- Illustrator
- Maya
- After Effects

Development:

- Visual Studio
- Monodevelop
- SVN
- GIT
- Excel

Programming Languages:

- C#
- C++
- MaxScript
- Photoshop SDK
- Cg
- PHP
- JavaScript
- Python
- HTML
- CSS

EDUCATION

I am 100% self-taught. I am a fast learner, and can learn anything when I put my head down.

SKILLS

- Take a concept to a finished and functional in-engine game asset.
- Find and overcome workflow bottlenecks, production challenges and problematic assets.

- Reverse-engineer bugs, working with artists and engineers to find the best solutions and resolve problems quickly.

- Seek out new technologies and finding better ways to achieve our goals, implementing new tech into the workflow to speed-up production.

- Listening to what artists need and delivering tools that they want, not tools that I think they want.

- Managing projects in an efficient way, with discipline and organization, to prevent future headaches.

- Coming up with innovative and intelligent solutions to any challenges that arise during production.

- Can wear many hats, and switch between them at any given time.

Thank you for taking the time to look at my resume!