

GABRIEL A. OLSON

Curriculum Vitae

Designer/Artist/Teacher | 801.326.9461

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Education

Master of Fine Arts - Entertainment Arts and Engineering, University of Utah, Salt Lake City, UT

September 2010 - May 2013

- Thesis defense: **Taming The Goat: A Master's Journey**
- Game creation with interdisciplinary teams using Unreal Tech, Unity 3D and XNA
- Taught Art courses in the EAE Masters Game Art track

Bachelors of Science - Game and Art Design, Art Institute of Portland, Portland Oregon

- Broad game art and design studies with a focus on modeling and texturing
- Team focused senior project game using Unreal Engine, Creature and Asset Modeling

Academic Positions

Associate Instructor

University of Utah, Entertainment Arts Engineering, Salt Lake City, Utah

August 2011 – Current

- Game Arts road map
- Industry Professional Experiences
- Created and restructured multiple courses to match current industry pipelines

Adjunct Teacher

Art Institute of Salt Lake City, Game Arts Program, Draper, Utah

Spring 2011 - Winter 2011

- Taught several 3D related classes for games and film production
- Focus on project based lectures and learning of fundamental and complex techniques

Adjunct Teacher

Mount Hood Community College, Computer Game Development, Gresham, Oregon

Spring 2009 - Winter 2009

- Taught Game Art and 3D focused classes
- Instrumental in developing and advising existing games program
- Curriculum creation for several Game Arts and Software Development courses

Industry Experience

Disney/ Avalanche, Game Architecture, AAA game development, Salt Lake City, Utah

July 2009 - July 2016

- Game Architect on 5 shipped AAA titles and one cancelled title
- Design, block out, visual scripting, encounters, virtual toys, etc...
- Managed libraries of virtual toys for toy box mode
- Prototyped Game Play
- High Level Game design through development to ship
- Mentored junior artists and interns

Metaversatility, 3D Environment Modeler/Texture Artist

February – July 2009

- Built 3d props and avatar costumes

LAIKA/house, 3D Modeler

October 2008 – February 2009

- Created 3d assets for Television Commercials

3D Central, 3D Character Modeler/Texture Artist

November 2008 & January 2009

- Model and Character modeling and texturing for games

Whynaut Studios, 3D Character Modeler/Texture Artist

2008

- Model and Character modeling and texturing for short film

Liquid Development, 3D Modeler

October 2007

- Created LOD's and lightmaps for existing assets

Talks/ Presentations/ Panels

- Presenter, Disney Infinity to developers at the GameStop Expo in Las Vegas 2013
- Presenter, Cars 2: The Video Game to developers at E3 2011
- Presenter, Closed doors discussion with Sony Home developers regarding Engine, GDC 2009

Classes Taught

University of Utah, Salt Lake City, UT

Spring 2016

EAE 6230 Game Arts IV Credits 3, Evals Processed: 5
I7: 5.94 Sch Avg: 5.33 15: 5.94 Sch Avg: 5.09

Fall 2015

EAE 6200 Game Arts I Credits 3, Evals Processed: 8
I7: 5.52 Sch Avg: 5.30 15: 5.45 Sch Avg: 5.14

Spring 2015

EAE 6230 Game Arts IV Credits 3, Evals Processed: 6
I7: 5.51 Sch Avg: 5.30 15: 5.57 Sch Avg: 5.16

Fall 2014

EAE 6200 Game Arts I Credits 3, Evals Processed: 5
I7: 5.97 Sch Avg: 5.27 15: 5.97 Sch Avg: 5.12

Spring 2014

EAE 6230 Game Arts IV Credits 3, Evals Processed: N/A
EAE 6900 Special Topics Evals Processed: N/A

Fall 2013

EAE 6200 Game Arts I Credits 3, Evals Processed: 7
I7: 5.41 Sch Avg: 5.28 15: 5.14 Sch Avg: 5.15

Spring 2013

FILM 6732 Game Production II Credits 3, Evals Processed: 8
I7: 5.11 Sch Avg: 5.28 15: 4.86 Sch Avg: 5.15

Fall 2012

FILM 6731 Game Arts I, Evals Processed: N/A

Spring 2012

FILM 6733 Game Arts III, Taught as GA

Art Institute of Salt Lake City

Spring 2011

GAD214 Game Modeling
MMA201 3D Modeling

Winter 2011

GAD213 Material and Lighting
GAD218 Hard Surface and Organic Modeling

Mount Hood Community College

Spring 2009

CIS125GMB Maya 2

Winter 2009

CIS125GB Maya 1

Curriculum Development

Courses Created

EAE 6230 Game Arts IV, University of Utah 2014

Created course with a focus on the study of branding and presentation in relation to Game Arts

FILM 6733 Game Arts III, University of Utah 2014

Created course with a focus on the study of creating game ready art using various methods

CIS125GMB Maya 2, Mt. Hood Community College 2009

Created follow-up course with more advanced modeling and animation lectures and assignments

CIS125GB Maya 2, Mt. Hood Community College 2009

Created an introductory course for modeling and texturing using Maya

Courses Restructured

EAE 6200 Game Arts I, University of Utah 2012

Restructured to create more emphasis on assignments that demonstrated basic principles of Game Asset creation in a professional pipeline

GAD214 Game Modeling, Ai Salt Lake City 2011

Restructured and update course work to match industry pipeline and structure

MMA201 3D Modeling, Ai Salt Lake City 2011

Restructured and update course work to match industry pipeline and structure

GAD213 Material and Lighting, Ai Salt Lake City 2011

Restructured and update course work to match industry pipeline and structure

GAD218 Hard Surface and Organic Modeling, Ai Salt Lake City 2011

Restructured and update course work to match industry pipeline and structure

Faculty Development

GDC San Francisco 2008

GDC San Francisco 2009

GDC San Francisco 2015

Service

- Industry professional recruitment, 06/01/15-Present Department Service
I recommended Art Director, and Principal Artist who were hired to teach classes at the U of U
- Recommended replacement who was hired as Lead Game Design Instructor at Mt. Hood

Research Group Activity and Professional Memberships

Member - IGDA - Salt Lake City Chapter

Member - 3D Total

Created public Facebook Group for weekly texture practice

Honors/ Awards

Top Undergrad & Graduate Game Design Programs - Princeton Review, 2016

#1 Entertainment Arts and Engineering, University of Utah

#3 Master Game Studio, University of Utah

Top Undergrad & Graduate Game Design Programs - Princeton Review, 2015

#2 Entertainment Arts and Engineering, University of Utah

#1 Master Game Studio, University of Utah

Top Undergrad & Graduate Game Design Programs - Princeton Review, 2014

#2 Entertainment Arts and Engineering, University of Utah

#4 Master Game Studio, University of Utah

Disney Infinity Named #1 Connect Toy of the Year - TOTY - February 2016

Creative Work

Disney Infinity 3.0 Toy Box Mode, 2015

Owned Interactive toy creation for Creative Mode; Takeover Game

Level Designer and owner of 5 hub missions

Support, update, or creation of over 3k+ new and existing toys

Disney Infinity 2.0 Toy Box Mode, 2014

Design and creation of interactive toys for Brave: Forest Siege; Escape from Klyn

Level Designer for procedural Survival Mode

Created more than 70 Template Scenarios for ToyBox Mode

Designed and created 100's of new Toybox toys; maintained and updated toys from previous versions

Disney Infinity Incredibles Playset, 2013

Level Designer over first fifteen minutes of gameplay

Owned platforming/traversal for playset

HQ design and creation; HQ animations; owned related missions

Alert missions; side missions; townspeople animations; challenge missions; level layout; collision; FX implementation; etc.

GOAT GAME, 2013

Lead Game Artist/Designer

Created all 3D art, characters, and environments

Created concept and design as 1 of a 2 man Game Design team

Built for mobile Android and iOS

Cars 2: The Video Game, 2011

Level Designer over Airport Arena and Radiator Springs Levels for Battle; Survival; Hunter; Capture the Flag

Toy Story 3: The Video Game, 2010

Level Design Intern overall Bullseye, Mini Car and Dragon challenges in the Western Town Toy Box Mode Level

Layout of Steeplechase portion of the Farm Area

Environment and asset animations and asset creation

PS3 MMO Sony Home, 2009

3D Environment Modeler/Texture Artist, Metaversatility
Built 3d props and avatar costumes

Cheerios, Trix, Raving Rabbids, M&Ms, Shredded Wheat LAIKA/house, 2008 - 2009

CGI models and textures for Television Commercials

Microsoft Zombie Tech Demo, 2008

Freelance Character modeler, 3D Central
Modeled and textured a zombie character for games

Canceled Circus Game, 3D Central, 2008

Freelance Character modeler, 3D Central
Modeled and textured two circus animals to client specifications

Canceled Short film, 2008

Freelance Character modeler, Whynaut Studios
Modeled the title character for a canceled short film

Dicentra: Video Game 2008

Senior Team project at the Art Institute of Portland
Creature, and 3D asset creation for Unreal game engine

Damnation, XBOX 360 game, 2007

3D Modeler | Liquid Development
Created LOD's and lightmaps to optimize existing assets

TECHNICAL SKILLS

Autodesk Maya

Level layout/blockout, asset creation, animation, prototyping gameplay, modeling

Visual Scripting

Advanced experience using proprietary visual scripting editor similar to kismet or blueprints

Game Engines

Disney's proprietary Octane engine, Unreal, Valve's Source Engine, Unity 3D

Other Software

Photoshop, Zbrush, CrazyBump, Headus UV Layout, Krita, Excel, OneNote, Devtrack, xNormal

Traditional Media

Painting, Drawing, Concept