** DUANE MOLITOR / duanemol@gmail.com / 425.761.2416**

Senior Art & Animation Director with cg production expertise and management of local and remote 3D art/animation development teams. Specializing in next-generation AR/VR game development, 3D performance scanning/capture, and innovative proprietary art tools development. Track record for delivering on time/budget. Established reputation for leadership, cross-division collaboration, reliability, and mentorship. ***Video portfolio*** *at* [*www.duanemolitor.com*](http://www.duanemolitor.com)*.*

####  AWARDS

* Received *Microsoft Patent Award* for “Smart Camera For Virtual Conferences”.
* Microsoft Best Practices white paper selection for “Pro-Bono 3D Character Vendor Test”.

####  PROFESSIONAL EXPERIENCE

03/2015 – 01/2016

**Creative Director – Fuzzycube Software**, McKinney TX

* Report to CEO and collaborate directly with client CCO at [Magic Leap](http://www.magicleap.com/#/home).
* Direct art and animation for 3D apps and game demos.
* Prototype demos on Magic Leap technology, HTC Vive, and Oculus Rift.
* Point-of-contact for all art production communiqué with FL, CA, and UK partners.

06/2013 – 03/2015

 **Creative Director – Freelance Consultant**, Frisco, TX

* *Captured Dimensions,* advised on potential procedural and post-capture techniques as well as partners for transforming 3D scans into game-ready and film-friendly cg assets.
* *900lbs of Creative*, concepted Perot Museum augmented reality (AR) mobile apps prototypes and highlighted potential hardware/software partners for AR tracking solutions.
* *shopVIDA.com*, researched 2D/3D technical art solutions and developer partners for automating their online process for placing user-defined textures on objects in a photograph.

02/2008 – 11/2012

 **Art Director** –**Microsoft Research (MSR)***, Microsoft Corporation*, Redmond, WA

* Designed and directed 3D art and animation for immersive entertainment experiences for next-generation interactive applications and wearable technology. Created all art and animations in mobile application prototypes for early [Microsoft HoloLens](http://www.microsoft.com/microsoft-hololens/en-us) and HoloLens’ [Free-Viewpoint Video](https://www.youtube.com/watch?v=RNFA1x5zH7I).
* Recruited and managed mocap vendors and character art teams including international talent.
* Spearheaded augmented reality (AR) research initiative to define a new discipline and area of development/differentiation for Microsoft. Developed all aspects of concept proposals including AR vision and cross platform application ideas through interactive and art driven prototypes.
* Regularly presented innovative technologies research to select members of CEO Steve Ballmer’s executive staff, MSR leadership, and Interactive Entertainment Business (IEB) incubation teams. Educated VIPs on competitive landscape and scope of product/user experience possibilities.
* Influenced MSR department head to acquire division’s first remote mocap system and AR eyewear to shorten art production and technical development turnaround for prototyping.
* Received *Microsoft Patent Award* as Designer for “Smart Camera For Virtual Conferences”. Collaborated with key leads across multiple disciplines to author white paper.

*Key Projects:* ***Microsoft HoloLens*** – AR eyewear ***Avatar Spectrum*** – Xbox One Kinect

 ***Kent Studio*** – Xbox One Kinect ***Avatar Kinect*** – Xbox 360 Kinect

01/1999 – 02/2008

 **Senior Animator & Art Director** –**Microsoft (Game) Studios***, Microsoft Corporation*, Redmond, WA

* Partnered with Technical Art Director (and hired art staff) to plan and create an innovative character variation system that auto-generated a near infinite library of fully articulated 2D/3D characters based on gender, age, ethnicity, geography, and occupation. Library served all simulation platforms – creating notable efficiencies in time/cost for character development.
* Collaborated with cross-functional peer leads to agree on artistic goals of each game release. Defined supporting art pipelines and deliverables. Coordinated with program management to track/maintain schedules. Ensured high quality standards were exceeded/achieved.
* Drove art style and character aesthetics. Developed art processes, skeletal rigs, and tools to improve animation blending, increase character variety, and introduce originality where possible.
* Determined art/animation production staffing requirements. Sourced talent agencies and vendors to aid recruiting. Managed teams through milestone deliverables. Trained employees on proprietary art/animation tools, new aspects of commercial tools. Mentored career development.
* Identified new art software and top outsourcing vendors used by multiple internal studios.
* Defined and documented Best Practice for Microsoft Studios’ pro-bono 3D character vendor test.
* Animated 3D characters and vehicles. Modeled and animated character blendshapes for lip-sync and facial expressions to display realistic emotion and improve overall facial performance.

*Key Projects:* ***Microsoft ESP*** – PC ***Gravity Kings*** – Xbox prototype

***Flight Simulator X*** – PC ***Forza 2*** – Xbox 360 prototype

 ***Shadowrun*** –Xbox 360 ***MechCommander 2*** – PC

 ***MechAssault*** –Xbox launch title ***MechWarrior 4: Vengeance* –** PC

 08/96 – 01/99

 **Art Lead** – *FASA Interactive Technologies*, Chicago, IL

* Developed animation procedures for several proprietary animation systems.
* Defined milestone schedules, assigned art tasks, and provided timely feedback.
* Hired/managed art team. Collaborated with engineering teams to create proprietary art tools.
* Worked as *Art Director* for MechWarrior 3. Plus, designed/art directed game user interface.
* Animated characters and building destruction for game-ready art and proof-of-concept cinemas.
* Modeled and textured buildings, terrain, foliage, and effects including levels of detail and damage.

*Key Projects:* ***DisneyQuest’s Invasion!* –** Location Based Entertainment (LBE)

 ***MechCommander Gold*** – PC

 ***MechWarrior 3*** – PC

02/94 – 08/96

 **Assistant Art Director** – *Virtual World Entertainment*, Chicago, IL

* Animated lip-sync for principal Disney character, Jafar, to win contract for *Aladdin* simulation ride.
* Researched and created animations, art procedures, and proprietary plug-ins for Art Department.
* Animated Mechs, vehicles, and aquatic life for real-time 3D content, 2D sprites, and cinematics.
* Modeled and textured Mechs, vehicles, buildings, terrain, foliage, including LODs and damage.
* Designed schematic and modeled characters & environment for simulated aquatic experience.

*Key Projects:* ***MechCommander* –** PC

 ***DisneyQuest’s Aladdin’s Magic Carpet Ride*** –LBE

 ***Voyage to Atlantis* –** LBE prototype

 **SOFTWARE**

Maya, 3D Studio Max, Photoshop**,** After Effects, Xsens MVN Studio (motion capture software), Slack, Git, JIRA, Perforce, Sourcesafe, Source Depot, Microsoft Office.

 **EDUCATION**

 **Columbia College**, Chicago, IL

* *Advanced Computer Graphics* post-graduate studies (2 yrs)
* *Bachelor of Arts*

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