** DUANE MOLITOR**

 **duanemol@gmail.com / 425.761.2416**

Senior Art & Animation Director with production management expertise specializing in next-gen AR/VR/console/mobile games and innovative art tools development. [www.duanemolitor.com](http://www.duanemolitor.com).

**AWARDS**

* Microsoft Patent Award for [“Smart Cameras For Virtual Conferences”](https://patents.google.com/patent/US20120154510) technology.
* Microsoft Best Practices white paper selection for “Pro-Bono 3D Character Vendor Test”.

**PROFESSIONAL EXPERIENCE**

11/2016 – Present

**Art Director – Nerd Kingdom**, Irving TX

* Manage/mentor/hire art & animation staff. Design/create/direct art & animation for sandbox IP. Design/document art & animation pipeline and proprietary tools.
* Define and prioritize deliverables via Agile/Scrum milestone schedules.

03/2015 – 01/2016

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

* Reported to CEO and collaborate directly with client CCO at [Magic Leap](https://www.magicleap.com/).
* Directed art and animation for Magic Leap prototype demos.
* Point-of-contact for collaboration with FL, CA, and UK partners.

06/2013 – 03/2015

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

* [Captured Dimensions](http://captureddimensions.com/), advised on procedural & post-capture techniques, drafted partners for transforming 3D scans into game-ready and film-friendly cg assets.
* 900lbs of Creative, concepted [Perot Museum](https://www.groovejones.com/perot_museum_snapchat_ar_lens/) augmented reality (AR) mobile apps prototypes and highlighted hardware/software partners for AR tracking.
* shopVIDA.com, researched 2D/3D art solutions and partners for automating an online process for placing User textures on 3D objects in a photograph.

02/2008 – 11/2012

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

* Created all art and animations in mobile application prototypes for early [Microsoft HoloLens](https://www.microsoft.com/en-us/hololens) and [Microsoft Mixed Reality Capture Studios’ Holographic Video](https://www.microsoft.com/en-us/mixed-reality/capture-studios) technology.
* Spearheaded augmented reality (AR) research initiative to define a new discipline and area of development/differentiation for Microsoft. Developed concept proposals for AR vision and cross platform applications via interactive prototypes.
* Presented innovative technologies research to CEO Steve Ballmer’s executive staff, MSR leadership, and AR/VR incubation teams. Educated VIPs on competitive landscape and scope of product/user experience potential.
* Influenced Microsoft Research to acquire its first mocap system and AR eyewear reducing costs and shorten art production and technical development prototyping.
* Received Microsoft Patent Award as Designer for [“Smart Camera For Virtual Conferences”](https://www.google.com/patents/US20120154510).
* Recruited and managed mocap vendors and art teams including international talent.
* Designed and directed 3D art and animation for immersive next-gen interactive applications, [Xbox avatars](https://www.youtube.com/watch?v=n8i1kf3M9AY), and AR/VR wearable technologies.

Key Projects: [**Microsoft HoloLens**](https://www.microsoft.com/en-us/hololens) – AR eyewear [**Avatar Spectrum**](https://www.youtube.com/watch?v=DD_wfRbSYXA) – Xbox One Kinect

 [**Kent Studio**](https://www.youtube.com/watch?v=kZ-XZIV-o8s) – Xbox One Kinect [**Avatar Kinect**](https://www.youtube.com/watch?v=HbQ2kNQ1hTk)– Xbox 360 Kinect

01/1999 – 02/2008

**Art Director – 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. Served all simulations to create notable efficiencies in time/cost savings for character development.
* Collaborated with cross-functional peer leads to define artistic goals for 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 innovate [animation blending](https://www.gamasutra.com/view/feature/3456/animation_blending_achieving_.php?print=1) (to become the industry standard) and 2D/3D character variety.
* 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, and new aspects of commercial tools, while mentoring career development.
* Identified art software and top outsourcing vendors for multiple internal studios.
* Defined 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 for realistic emotion improving facial performance.

Key Projects: [**Microsoft ESP**](http://www.reality-xp.com/professional/esp/index.html) – 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

* Promoted to Art Director for MechWarrior 3. Designed & directed UI/UX.
* Hired/managed art team. Collaborated with engineering teams to create art tools.
* Developed art & animation procedures for several proprietary art pipelines.
* Animated characters and building destruction. 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 Disney contract.
* Researched and created animations, art procedures, and proprietary plug-ins.
* Modeled and animated Mechs, vehicles, buildings, terrain foliage, and aquatic life including LODs for real-time 3D content, 2D sprites, and cinematics.

**SOFTWARE**

Maya, 3D Studio Max, Photoshop, Unity, Camtasia, Adobe Premiere, After Effects, MVN Studio, Slack, Git, JIRA, Perforce, Sourcesafe, Source Depot, Microsoft Office.

**EDUCATION**

**Columbia College**, Chicago, IL

**Bachelor of Arts**, plus *Advanced Computer Graphics* two year post-graduate studies.

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