



BRIAN MARICLE

STUDIO ART DIRECTOR

CONTACT

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- Clearwater, Florida

SKILLS

- Art Direction
- Management
- Ideation
- Design
- Leadership
- Communication
- Teamwork
- Creativity
- Writing
- Passion
- Mentoring
- Teaching
- Characters
- Environments
- ZBrush
- Maya
- 3ds Max
- Photoshop
- Substance
- Unreal
- Unity
- Topogun
- XNormal

ABOUT

Results-driven leader in art and games with a proven track record for scaling success, in pandemic and post-pandemic conditions. Managing and directing 700+ artists across the globe, authoring world class content for AAA games with top companies such as Microsoft, EA, Crytek, Bungie, 343 and more. 20+ years' experience as art professional. 15 in games, with over 100 products/titles. 16 in leadership roles directing, mentoring, coaching, and teaching. Well-versed in managing outsourcers, contractors, and in-house artists. Driven by passion for the highest quality art in exciting experiences. Known as invaluable team player, leading teams to increase revenue, client satisfaction, job satisfaction, and more.

WORK EXPERIENCE

2020 - Present

Keywords Studios, Lakshya Digital | Seattle

STUDIO ART DIRECTOR

- Oversee art production at Lakshya Digital's Seattle and India studios on over 25 titles such as Destiny2, New World, Forza, and many more.
- Responsible for over 40 million in revenue.
- Manage large 700+ art team split between Seattle and overseas.
- Mentor and develop second tier leadership team.
- Strategize with COO on short- and long-term studio goals.
- Client relations, estimates, resource management, triage management.

EXECUTIVE ART DIRECTOR

- Led 300+ art production team on environment and character projects.
- Responsible for over 18 million in revenue.
- People management, client relations, estimates, and triage management.
- Continued to refine production methodologies to reduce revisions, increasing profitability, in multiple cases from 30 to 70%, delivering assets ahead of schedule, and maintaining high client satisfaction.

ART DIRECTOR

- Led 200+ character art production team conducting one-on-ones with leads, annual reviews, annual goals, recruitment, and more.
- Continued to refine production methodologies to reduce revisions.
- Responsible for over 7 million in revenue.

ASSOCIATE ART DIRECTOR, CHARACTERS

- Managed 75+ art production team, split between US and India.
- Created new production methodology on an early project that reduced client and internal revisions, increased margins from 32% to 65%, delivered assets ahead of schedule, and achieved highest ever client satisfaction rating for the company.
- Conducted one-on-ones, annual reviews, annual goals, and more.

2019 - 2020

Asteri | Shreveport

ART DIRECTOR

- Initially brought on to oversee art direction for Otrio Online, but was quickly moved to the flagship project, Gobsmax Galaxy Game.
- Managed 5-person internal plus 8-person external teams and oversaw their remote work adoption early in pandemic outbreak.

2015 - 2019

Envu | Clearwater

ART DIRECTOR

- Managed 3-person internal art production and up to 5-person external art production teams consisting of freelancers and contractors.
- Set visual direction at 12-person startup, leveraging game technology to create innumerable interactive experiences such as Journey, Blast, Future of HR, etcetera, for trade shows, events, and exhibits.

Experience continued, next page.

EDUCATION

DEGREES

2010

MASTER OF SCIENCE

in Interactive Entertainment
FIEA | University of Central Florida
Orlando

2001

BACHELORS OF ARTS

Specialization in 3d Animation
University of Central Florida
Orlando

CERTIFICATIONS

2017

DASHBOARD DESIGN

International Design Foundation
Online

2016

USER EXPERIENCE DESIGN

International Design Foundation
Online

2008

WEB DESIGN FUNDAMENTALS

Planet Digital, Autodesk Training Center
Orlando

2007

3D CHARACTER MODELING AND ANIMATION

Planet Digital, Autodesk Training Center
Orlando

2007

DESIGN VISUALIZATION

Planet Digital, Autodesk Training Center
Orlando

2007

LIGHTING AND RENDERING

Planet Digital, Autodesk Training Center
Orlando

2007

MODELING AND MATERIALS

Planet Digital, Autodesk Training Center
Orlando

REFERENCES

Available upon Request

WORK EXPERIENCE CONTINUED

2014 - 2015

Ootii I Orlando

ART DIRECTOR

- Set the visual direction for this start up's unannounced second title.
- Managed smallest of art teams, myself and one contractor.



2012 - 2014

Electronic Arts I Orlando

CHARACTER MODELER

- Managed in-house and outsourcer tattoo art in NBA Live 2015.
- Gave oversight of other additional character art tasks when needed, such as head modeling and texturing, shoes, hair, and more.
- Onboarded, trained, and mentored junior artists.
- Specialized in ZBrush likeness sculpting for NBA Live '13, '14, and '15.
- Developed target character art assets/quality benchmarks.
- Documented pipelines, processes, completion metrics, and more.



2012 - 2013

Gale Force Nine I Charlottesville

CREATURE SCULPTOR

- Sculpted creatures and their environment for Wizard's of the Coast's special commemorative miniature collectible series.



2010 - 2012

Crytek I Orlando

CHARACTER ARTIST

- Modeled, UV'd, and textured numerous Gen 3 and Gen 4 characters.
- Engine integration, shader refinements, and final look development.
- Reviewed and critiqued outsourced content with art lead.
- RnD new technology to develop cutting edge pipelines and workflows.
- Managed studio training seminars with clients.
- On-boarded and trained junior artists, contractors, etc.



2008 - 2009

DeadMan Games I Orlando

LEAD ARTIST

- Established and maintained visual direction for the game 'Bot Blast.
- Managed a team of 5 artists, assigning tasks, and reviewing work.



2007 - 2013

Rasmussen College I Online

ADJUNCT INSTRUCTOR

Programs: Game Design, Graphic Design, and Multimedia

- Covered concepts such as game development, color theory, art and design basics, and taught various software applications including 3D Studio Max, Photoshop, and more.



2007 - 2009

3D ARTIST/CONSULTANT

JM Wheeler and Associates | Largo

- Collaborated with and trained staff on artistic considerations related to creating 3d accident reconstruction animations.



2004 - 2008

INSTRUCTOR

International Academy of Design and Technology | Orlando

- Taught 2d and 3d traditional and digital art and design concepts for games and animation. Helped establish the game program.



RECENT TITLES

REDFALL

CALLISTO PROTOCOL

ELDEN RING

FORESPOKEN

DESTINY 2

HALO INFINITE

NEW WORLD

DAUNTLESS

FORZA HORIZON 5

MS FLIGHT SIMULATOR 2022

SEA OF THIEVES

PENDING RELEASE

UNANNOUNCED

UNANNOUNCED

UNANNOUNCED

UNANNOUNCED

UNANNOUNCED

UNANNOUNCED

WWE 2K22

POPULATION: ONE

WARHAMMER: AGE OF SIGMAR

EVE ONLINE

JURASSIC WORLD: EVOLUTION 2

PLANET ZOO

EVERQUEST

EVERQUEST 2

RUNESCAPE

WORLD OF TANKS

RATCHET AND CLANK: RIFT APART

OTHER PROJECTS and TITLES

- Gobsmax Galaxy Game
- Otrio Online
- Journey VR
- Extreme Kayaking
- Space Adventure
- Space Station Ruminaton
- Virtual Trade Show Floor
- Space Adventure Snap
- Space Adventure Social Appliance
- Space Adventure Gallery Slider
- Great Outdoor Snap
- Great Outdoor Gallery Slider
- Great Outdoor Social Appliance
- Red Carpet Snap
- Christmas Snap Online
- Capital One, Second Look
- Capital One, Card Lock
- Capital One, Live Leaderboard
- Capital One, Conversations
- Underwater Snap Adventure
- Hilton Hotel Snap
- Hilton Hotel Highlights Reel
- AR Archway: Space
- AR Archway: Great Outdoor
- Vegas Snap V1
- Vegas Snap V2
- Mazak Virtual Warehouse
- Mazak Interactive Tour
- IGT Interactive Dashboard
- Asteroid Smasher
- Henri Ford Museum, Roadkill
- Comanche Museum Interactive Map
- AR Business Card
- Envision: Warehouse
- Envision: Showroom
- Envision Lite: Showroom 2
- Vegas Getaway Venture
- Vegas Getaway Wave
- Thought Bubbles, California Dreamin'
- IGT Thought Bubbles
- SuperLumin Spotlight
- Social Appliance, Mosaic
- Thundercats: Return to Thundera
- Dungeons and Dragons, Cave Giant
- Dungeons and Dragons, Armored Beetle
- NBA Live 2015
- NBA Live 2014
- NBA Live 2013 (Canceled)
- The Future of HR, movie
- The Future of HR, game
- The Future of HR, lobby reel
- Fruit Squasher
- Reebok Sprinter
- Tread Shred
- Envu Spotlight
- Steel Guy
- Lego Halo (Canceled)
- Blast Promo
- Venture Promo
- Envision Promo
- Social Appliance Promo
- Littoral Combat
- Dismounted Soldier
- Calamityville
- Virtual Attain
- Run Squire, Run
- 9 Lives Til Midnight
- Shadows of Abigail
- Blowfish
- Fast Food Farm
- Enbloom
- Skull Cove
- Wanamaker
- Vijay
- Burdette
- Studdabaker
- LaRocca
- 'Bot Blast
- 15 Moving Models
- Soap Opera
- Desert Desperado