Gregory Yepes

+1-213-807-3950 | gregory@gregoryyepes.com | www.linkedin.com/in/gregoryyepes

Proven track record bridging art and technology to inspire and lead teams in delivering high-end creative projects that leverage powerful imagery with cutting-edge technology.

DIRECTOR OF TECHNICAL ART

Games ❖ Animation ❖ VFX ❖ Product Management ❖ Workflow Optimization

Broad Set of Creative Team Leadership and Operations Management Skills Includes

Technical & Artistic Team Leadership • Product Management • Client Relations • Partner Relations
Process Innovation • Staff Development & Training • P&L and Budget/Timeline Management • Strategic Planning

Expansive Technical/Creative Skills Include

Real-time FX for Video Games • VFX Production & Supervision • Sequence & Scene Lighting • Look Development • Digital Compositing • Certified Scrum Master • Software Development • Scripting • Business Process Modeling

CAREER HIGHLIGHTS

- Managed large teams executing multimillion dollar creative project portfolios across multiple locations, on time and budget.
- Designed an implemented artistic pipeline (internal and external) to support a mobile first person shooter in Unreal Engine.
- Authored a variety of media and assets for some of the top video game franchises in the world: Call of Duty® and Destiny 2®
- Played key role in DreamWorksTV launch, building/leading artistic teams using new tools and workflows including a new performance capture pipeline.
- Won DreamWorks Animation Technical Achievement Award for creating and managing the vision and roadmap for the lighting application, Torch, which debuted on *How to Train Your Dragon 2 and has been used by DWA since.*
- Boosted VFX turnaround 2-3X with production pipeline/workflow redesign for *Harry Potter and the Half-Blood Prince.*
- Authored digital media for major Hollywood blockbusters, including live action and feature animated films.
- Established a strong technical foundation as a software developer building proprietary tools for VFX in C++ as well as building communication and encryption frameworks for web applications in Java.

Recognized Creative & Digital Media Expert who has worked with Industry Leaders including

Electronic Arts, Activision, DreamWorks Animation, Industrial Light & Magic, Rising Sun Pictures, and Rhythm & Hues Studios

PROFESSIONAL EXPERIENCE

INDUSTRIAL TOYS / ELECTRONIC ARTS, Pasadena, CA

Industrial Toys is a game studio dedicated to making outstanding games for core gamers on mobile devices.

Lead Technical Artist   2018 – PRESENT

HIGH MOON STUDIOS / ACTIVISION, Carlsbad, CA

Founded in 2002, High Moon Studios is an award-winning studio that's developed for blockbuster franchises like Call of Duty and Destiny.

Senior VFX Artist   2017 – 2018

RAVEN SOFTWARE / ACTIVISION, Madison, WI

Market-leading and award-winning video game developer whose core has always been centered on visual excellence and exciting gameplay.

Senior VFX Artist   2015 – 2017

DREAMWORKS ANIMATION, Glendale, CA

Renowned studio producing computer-generated (CG) animated feature films, television specials/series, and live entertainment properties.

Head of Creative Services – iGO   2013 – 2015
Product Owner – TORCH   2011 – 2013
CG Supervisor   2010 – 2013

INDUSTRIAL LIGHT & MAGIC, LUCASFILM, San Francisco, CA
Academy-award winning, world-leading company setting standard for visual effects for over 30 years.
VFX Artist/Technical Director   2009 – 2010

RISING SUN PICTURES, Adelaide, South Australia, Australia
Independent VFX company dedicated to creating inspirational visual effects for feature film, television and transmedia clients.
VFX Supervisor   2006 – 2009

RHYTHM & HUES STUDIOS, Los Angeles, CA
International company developing visual effects for feature films.
Lighting Supervisor   2000 – 2006

PEOPLESCAPE / ANGAMI, San Jose, CA
Internet startup focusing on the middle management sourcing market.
Senior Software Engineer   1999 – 2000

RHYTHM & HUES STUDIOS, Los Angeles, CA
International company developing visual effects for feature films.
Software Engineer   1996 – 1999

DASSAULT SYSTEMES OF AMERICA, Glendale, CA
International software company pioneering CAD tools used across a variety of industries such as aviation, aerospace and automotive.
Software Engineer   1994 – 1996

EDUCATION

CALIFORNIA STATE UNIVERSITY NORTHRIDGE, Northridge, CA: **B.S. Computer Science,** *Minor Mathematics*

PROJECTS

Untitled Mobile FPS in UE4 (Senior Technical Artist 2020) • Call of Duty Black Ops 4: Zombies (Senior VFX Artist 2018) • Destiny 2: Forsaken (Senior VFX Artist 2018) • Call of Duty World War II (Senior VFX Artist 2017) • Call of Duty Modern Warfare Remastered (Senior VFX Artist 2016) • Call of Duty ONLINE (Senior VFX Artist 2016) • DreamWorksTV – YouTube (Head of Creative Services 2015) • How To Train Your Dragon 2 (Principal Designer / Global Development 2014) • Puss In Boots (CG Supervisor 2011) • Megamind (CG Supervisor / Lead Lighter 2010) • How To Train Your Dragon DVD (Lighter 2010) • The Last Airbender (VFX Technical Director 2010) • Harry Potter and the Half-Blood Prince (VFX Supervisor 2009) • Terminator Salvation (VFX Supervisor 2009) • Superman Returns (CG Sequence Supervisor 2006) • X-Men2 (Sequence Supervisor 2003) • And more!