

# Craig Marschke

## Objective

A position that allows me to leverage my artistic skills and passion for creating engaging and original experiences in triple-A entertainment.

## Experience

2017-2018                      Unbroken Studios                      El Segundo, CA  
**Senior Artist**

- Created artwork for a *Battle Royale* style game using UE4.

2014-2017                      Obsidian Entertainment, Inc.                      Irvine, CA  
**Senior Artist**

- Created environment artwork and map for *The Outer Worlds* RPG using UE4.
- Managed *Armored Warfare* artists and creation of structures, props, set dressing, foliage and terrain painting for maps using CryEngine.
- Created Player VS. AI maps and was responsible for modeling, texturing and creating a Base map and a Garage map that showcases player vehicle between matches. Modeled and textured various other AW structures and ENV props.

2011-2014                      Electronic Arts, LA                      Los Angeles, CA  
**Senior Artist**

- EA – Created and managed the creation of high quality art assets while meeting fast-paced deadlines on *Command & Conquer*, *Medal of Honor: Warfighter* and *MOH:Zero Dark Thirty* Downloadable Content for Frostbite engine.
- EA's Victory Games Studio - for *Command & Conquer*, conceptualized and created artwork and set dressing for a Moroccan-themed level. Managed the timely production of buildings, terrain geo, textures, props and foliage.
- EA's Danger Close Studio - *Medal of Honor: Warfighter* – Lead Level Artist on the Yemen-themed level *Connect the Dots*. Modeled the desert terrain, built and supervised the creation of Yemen-inspired architecture, caves, indoor shoot-houses, prop assets and set-dressing for an extensive helicopter rail-ride. Map was unique in that it included aerial, ground and subterranean gameplay.
- On both titles - *Command and Conquer* and *Medal of Honor: Warfighter* - responsible for providing direction to the art team at EA Shanghai and helping to maintain their high quality of art assets via regular art reviews.
- Taught EA's Shanghai artists best practices re: modeling, UV-ing and authoring textures for complex shaders.

2008-2011                      Treyarch                      Santa Monica, CA  
**Senior Artist**

- *Call of Duty: World at War*, *Call of Duty: Black Ops* and *COD*

downloadable zombie content – created quality artwork in a timely manner including terrain materials, animals and environment and machine prop assets.

- *Call of Duty: Black Ops* – Modeled and textured ENV assets for *Executive Order* and *Rebirth* levels. Primary level artist on the snow-themed *WMD* level.

1996-2007

Novalogic

Agoura Hills, CA

#### Senior Artist

- Modeled and textured terrains, vehicles, weapons, buildings, foliage and prop assets for various FPS and vehicle-based IP including *Delta Force*, *Joint Operations*, *Comanche*, *Armored Fist* and *F22*.

#### Credits

- **The Outer Worlds**, Obsidian Entertainment, Senior Artist
- **Armored Warfare**, Obsidian Entertainment, Senior Artist
- **Medal of Honor: Warfighter & DLC**, Electronic Arts, Senior Artist
- **Battlefield 3**, Electronic Arts, Optimization
- **Call of Duty: Black Ops & DLC**, Treyarch, Senior Artist
- **Transformers: Revenge of the Fallen**, Treyarch, Optimization
- **Call of Duty: World at War**, Treyarch, Multiplayer Artist
- **L.A. Noire**, Team Bondi, Reference Photographer
- **Delta Force Xtreme**, Novalogic, Senior Artist
- **Joint Operations: Typhoon Rising**, Novalogic, Senior Artist
- **Blackhawk Down: Team Sabre**, Novalogic, Senior Artist
- **Delta Force: Blackhawk Down**, Novalogic, Senior Artist
- **Delta Force: Land Warrior**, Novalogic, Senior Artist
- **Tachyon: The Fringe**, Novalogic, Senior Artist
- **Delta Force 2**, Novalogic, Senior Artist
- **F22 Lightning 3**, Novalogic, Terrain Artist
- **Armored Fist 3**, Novalogic, 3D Artist
- **Comanche Gold**, Novalogic, 3D Artist
- **Delta Force**, Novalogic, 3D Artist
- **F16 MultiRole Fighter**, Novalogic, Terrain Artist
- **Mig-29 Fulcrum**, Novalogic, Terrain Artist
- **Armored Fist 2**, Novalogic, 3D Artist
- **Comanche 3**, Novalogic, 3D Artist
- **F22 Raptor**, Novalogic, Terrain and 3D Artist

#### Education

1990-1993

Art Center College of Design

Pasadena, CA

- B.F.A., Illustration

#### Software

3DS MAX, Maya, Photoshop, ZBrush, Substance Painter, Quixel, Topogun, Agisoft (photogrammetry), Perforce, JIRA, MS Excel

#### Interests

Photography, Sculpture, drawing, painting, travel, movies, jazz

#### References

Available upon request.