

Arthur Klein

San Francisco, CA | <http://www.artkleinart.com> | <https://www.linkedin.com/in/arthurjklein/>

SKILLS

- Maya, ZBrush, Figma, Substance Painter, Unity, Unreal, Jira, Shotgun, Adobe CS, and similar software
- Art Direction & Management (Internal & External)
- UX design, UI art, LiveOps Asset Creation, Cross-functional collaboration
- 3D Modeling, texturing, concept, and set-up for game assets

PROFESSIONAL EXPERIENCE

Stealth Mode Startup, Remote

June 2023 – November 2023

Artist

Unannounced Game

- UX design for inGame and Front End screens, UI Art concept and creation. Wireframes for multiple game systems including the store, inventory screens, and in-Game flow
- Modeling and Texturing 3D art assets

Academy of Art University, San Francisco, CA

August 2023 – Present

Instructor - Part Time

Introduction to Games Modeling, Introduction to Games Sculpting, Texture & Light

- Teaching in the Games Department to undergraduate and graduate students.

Nifty Games, Lafayette, CA

October 2018 – February 2023

Art Director

NFL Clash (iOS, Android), **NBA Clash** (iOS, Android)

- Mobile sports game development, particularly with the NFL and NBA franchises
- Managing internal, external, outsource, and contract artists and teams
- UX wireframe creation, review, and presentation to stakeholders. Working with product, design, and engineer teams

Facebook | Meta, Menlo Park, CA

October 2019 – October 2019

3D Artist

Horizon Worlds (Meta Quest)

- Modeled, sculpted, and textured characters for Horizon Social VR and other products
- Explored style, lighting, and pipeline for characters, objects, and environments

Pocket Gems, San Francisco, CA

October 2016 – October 2018

Senior Artist

Episode (iOS, Android)

- 2D and 3D character and environment outsource management and training
- With story teams, established and iterated character clothing designs, environments, VFX, and camera shots

EA Maxis, Redwood Shores, CA

August 2013 – October 2016

Character Modeler

The Sims 4 (PS4, Xbox One, PC)

- Modeled, sculpted, textured, weight painted, and hooked up character, object, and prop assets
- Outsource management, milestone prep, training, review for character and object assets, pipeline documentation

Zynga | Page 44, San Francisco, CA

February 2008 – June 2013

Senior Artist

Zynga Avatars (Web), **Party Place** (iOS), **Pictionary: Ultimate Edition** (Xbox 360, PS3), **Pictionary uDraw** (Wii), **Disney's All-Star Party** (Wii), **Hannah Montana: Rock Out the Show** (PSP), **High School Musical 3: Senior Year Dance** (Wii, Xbox 360, PS2, PC)

Perpetual Entertainment, San Francisco, CA

January 2006 – October 2007

Character Artist

Gods & Heroes: Rome Rising (MMORPG)

EDUCATION

Academy of Art University, San Francisco, CA

2000 – 2004

- Bachelor of Fine Art