

RICHARD W. HUDSON

Issaquah, WA, USA
425.260.7609

PROFILE

- 2D/3D Concept Development and User Interface Artist
- 10 years' game industry experience; 15+ years' experience in visual design
- 6 shipped AAA simulation game titles
- designed community web portals and web-based software solutions
- managed UI artists on multiple projects

WHAT YOU'RE GETTING FOR YOUR MONEY

- Experience working with large international teams on high-profile projects
- Proven ability to lead creative teams on shipping software titles
- Experience designing for a variety of platforms: web, desktop, thin client
- Willingness and ability to jump in at any point of the production pipeline, from project art direction to photoshop.
- Knowledge of CSS; 10+ years' experience with Web design & development
- Strong pre-visualisation, mock-up, and flowcharting skills
- Proficiency with traditional art and illustration, from technical drafting to character design.
- Film & animation industry experience in storyboarding, concept art, animation layout.
- Knowledge of and currency with industry and social trends driving design today.
- Detail-oriented, schedule-driven, client-minded.

Development Platforms: Web, PC, Macintosh, Xbox.
Software Proficiencies: Adobe Photoshop, Autodesk 3DS Max, Expression Studio, Office 2007, Project.
Related Skills: Strong traditional design skills, extensive background in web and print design.

INDUSTRY EXPERIENCE

2000 – 2009 • Microsoft Game Studios, Redmond, WA

Lead UI Artist - Flight Simulator X, Combat Flight Simulator 2, 3, 4 - ACES Studio

- Designer and production lead for Microsoft Flight Simulator's User Interface since version 8.
 - Designed, developed and deployed key visual enhancements for the Flight Simulator UI since then
 - mission system, reward art, flight analysis, hosted web content, online components, multiplayer UI, settings, setup
 - Designed, prototyped and managed development of in-game GPU-rendered UI (using XUI)
- Designed and built User Interfaces for CFS3 & CFS4
 - developed with IMGUx, an internal GDI-based tool
- Designed and deployed prototype online presence for ACES Studio and Flight Simulator

3D Production Artist - Core Art Team - ACES Studio

- Created 3D art assets for Train Simulator 2, Flight Simulator X, Microsoft ESP, Combat Flight Sim 3.
 - Autogen objects (houses, buildings, trackside objects, signage)
 - 6 complete train stations, reproduced from photo reference and satellite imagery
 - 18 WWII fighter and bomber Aircraft textures, including versions and seasonal variants
- Catalogued and documented all trackside objects for Train Simulator 2 High-Detail routes.
 - resultant spreadsheets used to drive schedules for outsourcing, in-house object creation, asset management.

ACES Studio UI Evangelist - Core art team - ACES Studio

- Brought new technologies (XUI, hosted content) to ACES studio, trained & managed XUI developers and other content teams.
- Drove the development of a Web presence for all of ACES Studios' products, including an in-house full-time UX team
- Drove adoption of DirectX-based in-house UI authoring tool across ACES studio's portfolio of products.
- Worked with UI Development Lead to implement codebase migration from IMGUI (a GDI-based, Win32 rendering solution) to XUI, the Xbox User Interface tool - a quantum leap for the ACES UI pipeline.
- Represented ACES Studio, Flight Simulator, and Microsoft Corporation at innumerable professional industry events.

1998 - 2000 **RSL Interactive, Inc.**

- Designed original iteration of Festivals.com and Backstage @ Festivals.com
 - Company logo, visual identity, web templates, all dynamic content

1998 **iXL Los Angeles**

- Designed and developed Warner Bros.' promotional website for WB Television Animation's series "HYSTERIA!"
 - use of Macromedia Director, Flash, and extensive scripting.

1995 – 1998 **Digital Evolution, Inc.**

- Web and thin-client designer, 2D Production artist
 - Lexus.com, Toyota.com, MacDonald's Corporate Intranet, Disney Co., DreamWorks SKG, Starbright Foundation, 1996 Presidential Commission

EDUCATION

Current Member, AIGA
Certificate of Completion for MESMER Training (Autodesk 3DS Max), 2001
1993 – 1995 • Art Institute of Seattle, Associate in Arts Degree, Visual Communication & Multimedia
1991 – 1993 • University of British Columbia | Faculty of Honours Physiology (Pre-Med)