

Eric V. Spevacek

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Key Characteristics

Strong multidisciplinary approach to problem solving.
Passion for cultivating cross-discipline collaboration.
Critical attention to details and an intuition for user experience design.
Team-oriented mindfulness to support long-term product maintenance.
Proactive self-starter and lifelong learner.

Languages & Programs

Python, C#, Mel, Maxscript, C++, GLSL, Cg

Unity, 3ds Max, Maya, Substance Designer, Adobe Creative Suite
Visual Studio, PyCharm, Perforce, Subversion

Employment History

Blizzard Entertainment - Senior Technical Artist I - (February 2016 – Present)

Heroes of the Storm - Modernizes core pipeline tech to meet the demands of “games as a service” with ongoing, frequent content delivery deadlines; improves the quality and efficiency of artists across the department through proactive, automated content testing; mentors and levels-up technical art team members to meet coding standards and best practices; collaborates with engineering staff to design meaningful, runtime performance indicators for artists

Blizzard Entertainment - Technical Artist - (July 2014 – February 2016)

Heroes of the Storm - Authored a package manager for rapid, stable internal code deployment; improved content creator workflows with elegant GUI solutions for downloading builds and managing art assets; established UI/UX standards to provide a unified look and feel across all in-house tools; tackled data leak prevention through automated testing of game build data

Starcraft II: Legacy of the Void - Ported all Warcraft III models to deliver a comprehensive asset pack to the modding community; optimized campaign & multiplayer maps; supported campaign art team through release of the final expansion with multi-disciplinary bug fixes

InContext Solutions - Technical Artist - (Feb 2013 – June 2014)

Developed Unity editor tools and managed art pipeline for creative team; optimized content to deliver dynamic, data-driven 3D simulations through the web browser; supported technical design team with new feature development; designed workflows and accompanying tools for creation of all content to be integrated with service-oriented software platform; bridged the gap between engineering and visualization teams

Blizzard Entertainment - Technical Artist Intern - (June 2012 – Sept 2012)

Diablo III - Developed a suite of artist tools to increase effectiveness and usability of content creation; worked on post-launch content including lighting & visual effects, gameplay scripting and game physics; earned July Monthly Milestone Review Award from animation department for exceptional quality of work and cross-department collaboration

Independent Game Projects

Tessallation - Programming, Rigging, and FX Art - (Jan 2013 – July 2013)

Unity 2013 Awards Finalist

First-person adventure-puzzle game for PC; time-traveling & replay mechanics inspired by childhood play

Involuntary Runner - Programming, Art - (Sept 2012 – Jan 2013)

Endless runner Unity web game; technically-demanding involuntary organ simulator

Zombie Yoga - Art - (Oct 2011-June 2012)

Serious Play 2013 Gold Medal; IndieCade 2012 Official Selection

Kinect game for the PC built in Unity; perform yoga moves to fight off zombies and recover your inner light

Education

DePaul University College of Computing and Digital Media (CDM) - Chicago, IL – (June 2013)

BS Computer Games Development - Game Programming Concentration

GPA: 3.849 - Graduated Magna Cum Laude