

# Gavin Lerner

Technical Effects Artist  
Professional Experience

gavinlerner.com  
203-710-3241  
contact@gavinlerner.com

## TREYARCH- ACTIVISION

Santa Monica, CA

### Position-

- Visual Effects Artist (07/11 – present)

### Games-

- Call of Duty: Black Ops 2 - Release Date: Nov 13, 2012
- Call of Duty: Black Ops 2 DLC – Release Date: NA (Ongoing)

### Responsibilities-

- Compose, implement, and improve production assets aimed towards the visual effects, lighting, post-process, UI, and design departments while maintaining a strict budget of 60FPS
- Identify inefficiencies and solutions to improve visual effects production
- Investigate and analyze benefits in new techniques and applications to leverage towards raising the visual bar and establishing workflows to accommodate additions to the art production process
- Help construct, initiate, and manage proprietary art tools
- Convey and regulate issues and technical challenges while collaborating towards resolutions on an interdepartmental level
- Generate training tutorials, style guides, and provide direction for achieving the best results in relation to new tools and workflows
- Diagnose complications, create reproduction steps and provide feasible solutions

**Worked on-** (For all aspects of the product, Single Player, Multi Player, and Zombie Modes ... )

Particles • FX Script Organization • FX Shaders • Impact Tables • Post Process • Camera Animation FX • Screen Overlays • Decals • Lens Flares • Instancing Systems • Level Art/FX Placement • Lighting • Fog and Lighting Integration/Mood Setting • UI • Menu Art • Physics Objects • LOD Execution • Texture Generation • Cinematic Events • Television Trailers • Tools • Bug Reporting • Technical Documentation • Managing Organization/Structure • Perforce

### Awards

- 2013 VES Award for Outstanding Real-Time Visuals in a Video Game

## KAOS STUDIOS- THQ INC

NYC, NY

### Positions-

- Artist (05/06 – 05/08)
- Technical Artist (05/08 – 05/10)
- Technical Effects Artist (05/10 – 07/11)

### Games-

- Frontlines: Fuel of War (Xbox360, PC) – Release Date: Feb 25, 2008
- Frontlines: Fuel of War DLC – All Releases
- Homefront (PS3, Xbox360, PC) – Release Date: March 15, 2011
- Homefront DLC – All Releases

## **Responsibilities-**

- Researching and evaluating current and emerging technologies and software to incorporate as part of a pipeline for the project's production
- Generation and maintenance of real time shader library
- Designing, implementing, and managing project content pertaining to the effects, character, vehicle, weapon, and environment departments for use throughout the project
- Designing, implementing, and maintaining proprietary art tools
- Help anticipate/avoid technical issues with art production
- Create training file examples, written tutorials, and assisting art staff in learning new technologies and processes
- Communicate problems, risks, and obstacles to the team and work on issues with individuals on as needed basis on pipeline matters
- Track down problems in current systems, produce test cases and determine best course of action and implement fixes
- Commitment to the simplification of art data production and increases effectiveness of work flow throughout the length of a project

## **Worked on-** (Design, development, implementation, and management of ... )

Post Process • Particles • Kismet • Matinee • UDE Script • Shaders • Physical Material System • Camera Animation FX • After Math System • Spherical Harmonics • Decals • Terrain • Map Creation • Lens Flares/Lighting FX • Override Systems • Impulse/Fluid/Animation • Fog System • Level Art/FX Placement • Fog System • UI • Speed Tree • Collision Generation • LOD Setups • Lighting • Texture Generation • Texture Compression/Custom Mips • Physics Assets (PHAT ) • Skeletal Mesh Rigging for PHAT • Destructible Objects • Bug Reporting • Technical Documentation • Managing Organization/Structure • Importing/Exporting • Build Tools • Cook Tools • Perforce

## **PROJECTS-**

- Surface Mimic (zTextures) 3D Scanning Project – May 2006 - present

## **Worked on-**

- Lighting • Photography • Rendering • Research • Management

## **Tools Experience-**

Advanced knowledge-

Shaders • Particles • Photoshop • UE3 • Radiant

Working knowledge-

Maya • 3D Studio Max • Z-Brush • Mudbox • Premiere • Final Cut Pro • After Effects • Perforce • UnrealScript • MelScript • HLSL • FumeFX • Maya Fluids • AfterBurn