

**Rick Underhill**

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[www.editpoly.net](http://www.editpoly.net)

**Employment history**

2012 - Current DICE (SWE)

- Technical Art Director
- Content creation, feature prototypes, workflow, database structure, optimising / finalising, mentoring, project planning, tech evaluation

2011 - 2012 DICE (SWE)

- Level Artist
- Asset creation, polish, level creation, destruction, optimising / finalising

2009 - 2011 Crytek (DE)

- 3d Artist
- Content creation, optimising / finalising

2007 - 2009 Rebellion (UK)

- Environment Artist
- Content creation, level design, optimising / finalising

**Proficiencies**

Max, Maya, ZBrush, Mudbox, Photoshop

Source, Goldsrc, Cryengine, Frostbite, UDK, Unity

Various 3rd party tools for production: Havok, xNormal, nDo, dDo Perforce, Premiere, AfterEffects

**Shipped titles**

Battlefield 3 (360, PS3, PC)

Battlefield 3: Back to Karkand (360, PS3, PC)

Crysis 2 (360, PS3, PC)

Rogue Warrior (360, PS3, PC)

Shellshock 2 (360, PS3, PC)

**Unshipped titles**

Mirrors Edge 2 (working title) @ DICE

Untitled project @ Crytek

Untitled project @ Rebellion

**The fluff**

b. 1983

Self-motivated and pro-active; able to work well in teams of any size, thrive on creative environments; focus on quality, performance, gameplay, final product!