

# Scott Scherrer

## Art Director

Don't miss an opportunity to work with this supportive, positive, interactive artist who has been making multiplatform games for 19 years. This cross-functional generalist has proven to fill gaps in production pipelines. Having worked with properties from Atari/Interplay, Saga, Warner Brothers and NBC, you know he'll be a great brand advocate. Forged in the Matrix videogames, then having innovated through 8 years in Silicon Valley and being trained by the industries top UI Artists in New York, Scott is posed to support you in exceeding your goals right now.

✉ scott.scherrer@gmail.com

📞 1(949)274-1631

📍 Denver, CO, USA

🌐 Artstation.com/tapcrush

## WORK EXPERIENCE

### Art Director

#### Virtual Training World, Edina, MN, USA

08/2021 - Current

##### Achievements

- For Scott's communication, documentation, estimation skill and Agile experience, he was promoted from Senior to Lead Environment Artist. The next year, for his drive & productivity, he was promoted to Director.
- He Lead a team of Environment Artists to create over 40 Mi (65 Km) of traversable roads and trails in a 3d open world for mobile & PC.
- Though strategic planning, identified and set a roadmap to resolving the teams art debt with each individual Artist, resulting in clearing the road for new development in a more effective timescale.
- To raise visual quality he evaluated the company's strategy and advised the Leads to change the scope of deliverables, to standards based on team sizes and scheduled the work to show what was possible in 3 different time frames and 1 was agreed on.
- Designed team and investor presentations including full-screen mockups and animated comps for new game features.
- Directed user experience (UX) flows working with the Product Owner, Designers and Marketing Manager.
- Creation of game dev ready UI assets from mockups to handoff.

### Lead Technical Artist & Animator

#### Weaver/Endless Entertainment, New York, NY

09/2020 - 08/2021

##### Achievements

- Working from a 2D character and environment art pipeline for the production of NBC's mobile story games, he was hired to build a 3D production pipeline to give the team; industry leading cinematic camera-shot options in less time, reducing cost and overhead.
- Interviewed, onboarded and mentored Junior Artists and taught them our new 3D pipeline and what the workflow looks like.
- Created the Fuzzle 3D interactive NFT Character. By adding a variety of cutting edge AAA procedural Unity Packages to make these cute alien creatures; interactive. This NFT went viral in 2022 and was showcased in New York's Times Square.

### Lead Artist & Animator

#### My Dream Interactive, Inc., Palo Alto, CA

07/2012 - 09/2020

##### Achievements

- Lead a team of Artists to generate all artwork for the app VR Toolbox on Steam. Assisted with workflow, UX and prototypes.
- Built all 3D modeling and animation for 3 gaming demos; My Dream (PC), Candy Quad (VR) & the Adoraboos (iOS EduTech)

## AREAS OF EXPERTISE

Art Direction Communication Leadership

Pipeline Development Agile Mockups

Unity Editor Unreal Editor 3D Characters

Environment Art Particle Systems

## TECHNICAL SKILLS

### Unity

UI Tools, Cinemachine, Timeline, Mechanim, Particles

### Adobe

Photoshop, Illustrator, Substance, After Effects, Premiere

### Autodesk

3DS Max, Maya

### & More

Character Creator, Speed Tree, World Machine, Figma, 2 Proprietary Game Engines, 100s of Plugins

## MAJOR RELEASES

Vingo.fit (2022-2024 Live Ops, iOS/PC), Fuzzle Interactive NFT, The Adoraboos (iOS EduTech), VR Toolbox (Oculus/SteamVR), Candy Squad (Oculus/SteamVR), The Golden Compass (PS3/XBox 360/Nintendo DS), The Matrix Path of Neo (PS2/XBox, VGA nominee, Best Videogame Based on A Movie)

## INTERESTS

🎮 Video Gaming

🏠 Mountain Cabin

🔧 Tech & Gadgets

🖨️ 3D Printing

## EDUCATION

### Bachelor of Media Arts & Animation

#### The Art Institute of Colorado

2001 - 2004

Par Excellence Award, Fall 2004