

## **TAVERSHIMA SHANDE (TAV)**

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### **Work History:**

#### **Activision Blizzard, Inc. Sledgehammer Games**

Call of Duty: Advanced Warfare, Modern Warfare 3, & Current COD title (2017)

Sr. Environment Artist (incl. env./weapons/props/textures)

Sledgehammer Games

Foster City, California

(Feb 2011 - Current )

\*Main responsibilities- Take game worlds from concept to final completion. Responsibilities include: 3d/2d art creation ( Real-time world building and props, textures, and materials) Discover and implement new methods of rendering high fidelity real-time images at 60 frames per second. Scheduling, troubleshooting and bug fixing were also part of my daily responsibilities. Work with the art director, designers, and other team members to achieve the desired visual goal.

#### **Crytek**

Crisis 2

Sr. Environment Artist

Crytek HQ

Frankfurt, Germany

(July 2009 - Feb 2011)

\*responsibilities- I was responsible for helping to realize the virtual spaces that the game took place in. I took levels that were blocked out in Sketch-up by a designer and crafted final models and environments in 3DSMax. I was also responsible for modeling and texturing the environments, models, and props seen in the portfolio section.

#### **Electronic Arts**

Dead Space

Sr. Environment Artist/ Vehicle Artist/ Weapon Artist

Redwood Shores Parkway

Redwood City, CA

(Nov 2005 - Nov 2008)

\*responsibilities-First, during pre-production, with help from two other artist we created a naming convention for the game, a wiki page, and a list of best practices with resources for other artist to follow during development of the game. We then modeled and textured a v-slice demo. During development I was the deck lead for chapters 2 and chapter 5, I was responsible for helping to create a paper map, blocking out a 'logic' pass to help realize the spaces and also split the levels up into chunks other artists could work on. I was also responsible for modeling and texturing the environments, models, and props seen in the portfolio section. I was also in charge of shader pipeline development with R&D.

#### **Electronic Arts**

Tiger Woods PGA Tour 07

Lead Structure Artist / Environmental course artist

Redwood Shores Parkway

\*responsibilities- Build and textures all the structures on the courses based on photographs and concept art while training Jr. artists on the pipeline.

### **Electronic Arts**

James Bond; From Russia With Love  
Environment artist/Vehicles/ Primary object modeler.  
Redwood Shores Parkway  
Redwood City, CA

\*responsibilities- Create models, textures, props, vehicles, and environments for the final level, and the vertical slice.

### **America's Army (PC):** (April 2003 - March. 2005)

America's Army PC Game  
Model and texture artist.  
MOVES Institute NPS  
Monterey, CA 93940

\*responsibilities - My primary responsibilities were creating models and texturing static meshes for environments, along with vehicles and first person weapons.

### **Technical Skills**

Maya • 3DSMax • Mudbox • Z-Brush • PhotoScan • Unreal • CryEngine • Substance Painter/  
Designer • World Machine • Mari • X-Normal • CrazyBump • Photoshop • Sketch • Adobe  
Premiere • Adobe Illustrator • Dreamweaver • After Effects • Wordpress • XCode • SpeedTree  
• FCP • Mac/PC • Perforce

### **Artistic Skills**

Strong focus on traditional skills and the fundamental elements of design across mediums.

### **Abilities**

- 3D modeling (Real-time, VR, or Pre-rendered)
- Realistic or stylized
- World building, weapons, vehicles, and Props
- Unreal Editor and Unreal shader network
- Radiant Editor (Call of Duty)
- Lighting and color theory
- Traditional 2D illustration
- Concept art
- Console and PC development experience
- Ability to communicate and work effectively and efficiently, within a group, lead, or as an individual, in a professional and friendly manner.
- Ability to create refined art assets that are optimized for performance
- The ability to grasp new concepts & learn new software and techniques quickly.

### **Education**

1998 – 2002 Savannah College of Art & Design, Savannah, GA Computer Art BFA, Cum Laude  
2005 Z-Brush advanced Modeling course by Electronic Arts.  
2005 Advanced Lighting and Modeling techniques by Electronic Arts.  
2000 Maya certified training in character animation by Alias|Wavefront.

## **Achievements, Exhibitions & Awards**

Environment creation workflow presented on official Unreal Engine Twitter/Fb Page

U.S. Non-Provisional Patent Pending

Call of Duty has received numerous art awards.

Crisis2 has received numerous art awards.

Founder and inventor of the car camera Fenderhawk [www.fenderhawk.com](http://www.fenderhawk.com)

Co-founded Zupa, Inc. and created the shopping app Zupa! ([www.zupa.me](http://www.zupa.me))

Dead Space " Action Game of the Year." AIAS annual Awards 2009

America's army has received numerous awards; some are listed on the website.

[www.americasarmy.com](http://www.americasarmy.com)

Inducted into The National Creative Society. April 22, 1998

## **Interests and activities**

All things creative, creating short films, photography, script writing, gaming, drawing, traveling, 3D/2D motion graphics, music creation, basketball, traveling, entrepreneurship, paintball/Air soft, and numerous other activities.

## **Publications**

Virtual Luxury Camping: Discovering a modern workflow for environments

<https://80.lv/articles/virtual-luxury-camping-discovering-modern-workflow/>

Crossing One Million Downloads: Lessons learned from an "indie" app developer.

<https://medium.com/@tavshande/crossing-one-million-downloads-lessons-learned-from-an-indie-app-developer-a8c7df1759d9#.3vbjni8jx>

Your Car. Smarter.

Making 1.2 Billion Existing Cars Smarter and Safer Through Design

<https://medium.com/@tavshande/your-car-smarter-53fd8f75123d#.2hmej8e8o>