

GABRIEL A. OLSON

Curriculum Vitae

Designer/Artist/Teacher | 801.326.9461

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Education

Master of Fine Arts - Entertainment Arts and Engineering, University of Utah, Salt Lake City, UT

September 2010 - May 2013

- Thesis defense: **Taming The Goat: A Master's Journey**
- Game creation with interdisciplinary teams using Unreal Tech, Unity 3D and XNA
- Taught Art courses in the EAE Masters Game Art track

Bachelors of Science - Game and Art Design, Art Institute of Portland, Portland Oregon

- Broad game art and design studies with a focus on modeling and texturing
- Team focused senior project game using Unreal Engine, Creature and Asset Modeling

Academic Positions

Assistant Professor (Lecturer)

University of Utah, Entertainment Arts Engineering, Salt Lake City, Utah

July 2011 – Current

- Game Arts road map
- Masters Committee member, Thesis game advisor
- Course Supervisor

Associate Instructor

University of Utah, Entertainment Arts Engineering, Salt Lake City, Utah

August 2011 – Spring 2016

- Game Arts road map
- Industry Professional Experiences
- Created and restructured multiple courses to match current industry pipelines

Adjunct Teacher

Art Institute of Salt Lake City, Game Arts Program, Draper, Utah

Spring 2011 - Winter 2011

- Taught several 3D related classes for games and film production
- Focus on project based lectures and learning of fundamental and complex techniques

Adjunct Teacher

Mount Hood Community College, Computer Game Development, Gresham, Oregon

Spring 2009 - Winter 2009

- Taught Game Art and 3D focused classes
- Instrumental in developing and advising existing games program
- Curriculum creation for several Game Arts and Software Development courses

Industry Experience

Disney/ Avalanche, Game Architecture, AAA game development, Salt Lake City, Utah

July 2009 - July 2016

- Game Architect on 5 shipped AAA titles and one cancelled title
- Design, block out, visual scripting, encounters, virtual toys, etc...
- Managed libraries of virtual toys for toy box mode
- Prototyped Game Play
- High Level Game design through development to ship
- Mentored junior artists and interns

Metaversatility, 3D Environment Modeler/Texture Artist

February – July 2009

- Built 3d props and avatar costumes

LAIKA/house, 3D Modeler

October 2008 – February 2009

- Created 3d assets for Television Commercials

3D Central, 3D Character Modeler/Texture Artist

November 2008 & January 2009

- Model and Character modeling and texturing for games

Whynaut Studios, 3D Character Modeler/Texture Artist

2008

- Model and Character modeling and texturing for short film

Liquid Development, 3D Modeler

October 2007

- Created LOD's and lightmaps for existing assets

Talks/ Presentations/ Panels

- Presenter, Disney Infinity to developers at the GameStop Expo in Las Vegas 2013
- Presenter, Cars 2: The Video Game to developers at E3 2011
- Presenter, Closed doors discussion with Sony Home developers regarding Engine, GDC 2009

Classes Taught

University of Utah, Salt Lake City, UT

Spring 2017

EAE 3690-001 - Concept Art for Games

Spring 2017

EAE 3695-001 - Concept Art II

Spring 2017

EAE 6010-001 - Virtual Worlds

Spring 2017

EAE 6230-001 - Game Arts IV

Spring 2017

EAE 6410-001 - Game Production II

Spring 2017

EAE 6900-023 - Advanced Game Art Studio

Fall 2016

EAE 3600 3D Modeling Credits 3, Evals Processed: 16
I7: 5.62 Sch Avg: 5.33 15: 5.62 Sch Avg: 5.15

Fall 2016

EAE 3620 Env. Art Games Credits 3, Evals Processed: 17
I7: 5.63 Sch Avg: 5.33 15: 5.46 Sch Avg: 5.15

Fall 2016

EAE 3625 Env. Art Games II Credits 3, Evals Processed: 8
I7: 5.54 Sch Avg: 5.33 15: 5.64 Sch Avg: 5.15

Fall 2016

EAE 6120 Game Projects II Credits 4, Evals Processed: 30
I7: 5.35 Sch Avg: 5.33 15: 4.62 Sch Avg: 5.15

Fall 2016

EAE 6200 Game Arts I Credits 3, Evals Processed: 9
I7: 5.48 Sch Avg: 5.33 15: 5.42 Sch Avg: 5.15

Fall 2016

EAE 6620 Grad. Env. Art Games Credits 4, Evals Processed: 11
I7: 5.6 Sch Avg: 5.33 15: 5.41 Sch Avg: 5.15

Spring 2016

EAE 6230 Game Arts IV Credits 3, Evals Processed: 5
I7: 5.94 Sch Avg: 5.33 15: 5.94 Sch Avg: 5.09

Fall 2015

EAE 6200 Game Arts I Credits 3, Evals Processed: 8
I7: 5.52 Sch Avg: 5.30 15: 5.45 Sch Avg: 5.14

Spring 2015

EAE 6230 Game Arts IV Credits 3, Evals Processed: 6
I7: 5.51 Sch Avg: 5.30 15: 5.57 Sch Avg: 5.16

Fall 2014

EAE 6200 Game Arts I Credits 3, Evals Processed: 5
I7: 5.97 Sch Avg: 5.27 15: 5.97 Sch Avg: 5.12

Spring 2014

EAE 6230 Game Arts IV Credits 3, Evals Processed: N/A
EAE 6900 Special Topics Evals Processed: N/A

Fall 2013

EAE 6200 Game Arts I Credits 3, Evals Processed: 7
I7: 5.41 Sch Avg: 5.28 15: 5.14 Sch Avg: 5.15

Spring 2013

FILM 6732 Game Production II Credits 3, Evals Processed: 8
I7: 5.11 Sch Avg: 5.28 15: 4.86 Sch Avg: 5.15

Fall 2012

FILM 6731 Game Arts I, Evals Processed: N/A

Spring 2012

FILM 6733 Game Arts III, Taught as GA

Art Institute of Salt Lake City**Spring 2011**

GAD214 Game Modeling
MMA201 3D Modeling

Winter 2011

GAD213 Material and Lighting

GAD218 Hard Surface and Organic Modeling

Mount Hood Community College**Spring 2009**

CIS125GMB Maya 2

Winter 2009

CIS125GB Maya 1

Curriculum Development**Courses Created**

EAE 6230 Game Arts IV, University of Utah 2014

Created course with a focus on the study of branding and presentation in relation to Game Arts

FILM 6733 Game Arts III, University of Utah 2014

Created course with a focus on the study of creating game ready art using various methods

CIS125GMB Maya 2, Mt. Hood Community College 2009

Created follow-up course with more advanced modeling and animation lectures and assignments

CIS125GB Maya 2, Mt. Hood Community College 2009

Created an introductory course for modeling and texturing using Maya

Courses Restructured

EAE 6410 Game Production II, University of Utah 2013

Restructured to create emphasis to teach game art pipeline and production to producers

EAE 6200 Game Arts I, University of Utah 2012

Restructured to create more emphasis on assignments that demonstrated basic principles of Game Asset creation in a professional pipeline

GAD214 Game Modeling, Ai Salt Lake City 2011

Restructured and update course work to match industry pipeline and structure

MMA201 3D Modeling, Ai Salt Lake City 2011

Restructured and update course work to match industry pipeline and structure

GAD213 Material and Lighting, Ai Salt Lake City 2011

Restructured and update course work to match industry pipeline and structure

GAD218 Hard Surface and Organic Modeling, Ai Salt Lake City 2011

Restructured and update course work to match industry pipeline and structure

Faculty Development

GDC San Francisco 2008
GDC San Francisco 2009
GDC San Francisco 2015
TwitchCon San Diego 2016
GDC San Francisco 2017

Service

- Industry professional recruitment, 06/01/15-Present Department Service
I recommended Art Director, and Principal Artist who were hired to teach classes at the U of U
- Recommended replacement who was hired as Lead Game Design Instructor at Mt. Hood

Research Group Activity and Professional Memberships

Member - IGDA - Salt Lake City Chapter
Member - 3D Total
Created public Facebook Group for weekly texture practice
Created twitch Channel for Game Art

Honors/ Awards

Top Undergrad & Graduate Game Design Programs - Princeton Review, 2016
#1 Entertainment Arts and Engineering, University of Utah
#3 Master Game Studio, University of Utah
Top Undergrad & Graduate Game Design Programs - Princeton Review, 2015
#2 Entertainment Arts and Engineering, University of Utah
#1 Master Game Studio, University of Utah
Top Undergrad & Graduate Game Design Programs - Princeton Review, 2014
#2 Entertainment Arts and Engineering, University of Utah
#4 Master Game Studio, University of Utah
Disney Infinity Named #1 Connect Toy of the Year - TOTY - February 2016
Disney Infinity 3.0 "Best Family Game". BAFTA, 03/16/2016
Disney Infinity 3.0 "Favorite Video Game". Kids Choice Awards, USA, 03/16/2016
Disney Infinity 2.0 Nominated for "Best Family Game of the Year". D.I.C.E., 03/18/2015
Disney Infinity 2.0 Nominated "Best of E3". E3, 03/03/2015
Disney Infinity Nominated "Favorite Video Game". Kids' Choice Awards, USA, 01/01/2014
Disney Infinity Nominated "Game, Original Family". NAVGTR Awards, 01/01/2014
Disney Infinity Nominated "BAFTA Kids' Vote - Game". BAFTA, 01/01/2014
Disney Infinity Nominated "Game Engineering". NAVGTR Awards, 01/01/2014

Creative Work

Disney Infinity 3.0 Toy Box Mode, 2015

Owned Interactive toy creation for Creative Mode; Takeover Game
Level Designer and owner of 5 hub missions
Support, update, or creation of over 3k+ new and existing toys

Disney Infinity 2.0 Toy Box Mode, 2014

Design and creation of interactive toys for Brave: Forest Siege; Escape from Kynl

Level Designer for procedural Survival Mode

Created more than 70 Template Scenarios for ToyBox Mode

Designed and created 100's of new Toybox toys; maintained and updated toys from previous versions

Disney Infinity Incredibles Playset, 2013

Level Designer over first fifteen minutes of gameplay

Owned platforming/traversal for playset

HQ design and creation; HQ animations; owned related missions

Alert missions; side missions; townspeople animations; challenge missions; level layout; collision; FX implementation; etc.

GOAT GAME, 2013

Lead Game Artist/Designer

Created all 3D art, characters, and environments

Created concept and design as 1 of a 2 man Game Design team

Built for mobile Android and iOS

Cars 2: The Video Game, 2011

Level Designer over Airport Arena and Radiator Springs Levels for Battle; Survival; Hunter; Capture the Flag

Toy Story 3: The Video Game, 2010

Level Design Intern overall Bullseye, Mini Car and Dragon challenges in the Western Town Toy Box Mode Level

Layout of Steeplechase portion of the Farm Area

Environment and asset animations and asset creation

PS3 MMO Sony Home, 2009

3D Environment Modeler/Texture Artist, Metaversatility

Built 3d props and avatar costumes

Cheerios, Trix, Raving Rabbids, M&Ms, Shredded Wheat LAIKA/house, 2008 - 2009

CGI models and textures for Television Commercials

Microsoft Zombie Tech Demo, 2008

Freelance Character modeler, 3D Central

Modeled and textured a zombie character for games

Canceled Circus Game, 3D Central, 2008

Freelance Character modeler, 3D Central

Modeled and textured two circus animals to client specifications

Canceled Short film, 2008

Freelance Character modeler, Whynaut Studios

Modeled the title character for a canceled short film

Dicentra: Video Game 2008

Senior Team project at the Art Institute of Portland
Creature, and 3D asset creation for Unreal game engine

Damnation, XBOX 360 game, 2007

3D Modeler | Liquid Development
Created LOD's and lightmaps to optimize existing assets

TECHNICAL SKILLS

Autodesk Maya

Level layout/blockout, asset creation, animation, prototyping gameplay, modeling

Visual Scripting

Advanced experience using proprietary visual scripting editor similar to kismet or blueprints

Game Engines

Disney's proprietary Octane engine, Unreal, Valve's Source Engine, Unity 3D

Other Software

Photoshop, Zbrush, CrazyBump, Headus UV Layout, Krita, Excel, OneNote, Devtrack, xNormal, Substance

Traditional Media

Painting, Drawing, Concept

Book Chapter in Progress

Avatars, Assembled: The Sociotechnical Anatomy of Digital Bodies (2017)

Chapter 26: Perspective & Physics: The Catalyst for Playfulness

Grants

Play Walmart (2017) - \$17,500

Funding Agency: Walmart

PI: Roger Altizer, Co PIs: Gabriel Olson

Work with students to prototype games for Walmart

Graduate Students

Executive Producer on Student Games

Action Game, May 2017 expected

Deliriant, May 2017 expected

Mega Mix, May 2017 expected

Wrecked: Get Your Ship Together, May 2017 expected

Member of Masters Committee

Kevin Anderson, M.E.A.E., 2017
Vega Bai, M.E.A.E., 2017
Mathew Barnes, M.E.A.E., 2017
Jared Brunner, M.E.A.E., 2017
Alan Chang, M.E.A.E., 2017
Jeff Jackman, M.E.A.E., 2017
Jamwal Utsav, M.E.A.E., 2017
Cody Lee, M.E.A.E., 2017
Kamchai Loketkrawee, M.E.A.E., 2017
Wesley Meek, M.E.A.E., 2017
Tara Mleynek, M.E.A.E., 2017
Sean Murray, M.E.A.E., 2017
Brock Richards, M.E.A.E., 2017
Saurabh Tanna, M.E.A.E., 2017
Franziska Wischmann, M.E.A.E., 2017
Chloe Zeng, M.E.A.E., 2017
Alan Ouska, M.E.A.E., 2018
Anda Deng, M.E.A.E., 2018
Bryan Sorenson, M.E.A.E., 2018
Dylan Wgnall, M.E.A.E., 2018
Ezra Lau, M.E.A.E., 2018
Gabriel Ford, M.E.A.E., 2018
I-Shun Lo, M.E.A.E., 2018
Jensen Lillywhite, M.E.A.E., 2018
Joshua Levenson, M.E.A.E., 2018
Lalitha Gunda, M.E.A.E., 2018
Lulu Hedrick, M.E.A.E., 2018
Mckensie Felix, M.E.A.E., 2018
Nate Kemp, M.E.A.E., 2018
Qinglin Mao, M.E.A.E., 2018
Ruohan Tang, M.E.A.E., 2018
Yang Li, M.E.A.E., 2018

