

[Education]

**The Art Institute of Vancouver-Burnaby
Game Art and Animation Program**

Metta Sommerville

Character Artist
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[Experience]

Virtual Heroes (March 2009 – Present)

(Duties: Art, Various. Company Size: Small.)

At Virtual Heroes I work primarily on **character art** but frequently cross disciplines into **concept art, environment art, prop art** and **storyboarding**, depending on project requirements. The art style I work in is also project-dependent, varying from photorealistic to extremely stylized.

I am the only specialized character artist at the company.

Electronic Arts Canada (2005 – 2008)

EA's Rigging Team (November – April 2008)

(Duties: Rigging, Junior Level. Team Size: Small.)

I weighted characters for Euro 2008, Facebreaker, and NBA 2008 as a junior member of EA's internal rigging team.

On Facebreaker I dealt with secondary animation – hair and clothing – setting up the skeletons, weighting a variety of hairstyles, and dealing with the rig code when necessary. I also had to troubleshoot issues that would crop up with hair and clothing dynamics in the game engine.

EA's Character Art Department (April 2004 - November 2007)

(Duties: Character Art, Concept Art. Team size: Varied according to project.)

I created characters for EA's sports titles for a number of years, focusing on photorealism and athlete likeness. On one more stylized project, FIFA Street 3, I took on concept art duties.

On all projects it was vital to work closely with the producers and art directors to ensure that the asset fit the game's art style.

While in this department I worked on Euro 2008, FIFA Street 3, FIFA 07 and NBA Live 06. I also occasionally helped other projects who were short on artists.

[Program Proficiencies: Maya – Photoshop – Mudbox – Unreal Engine]