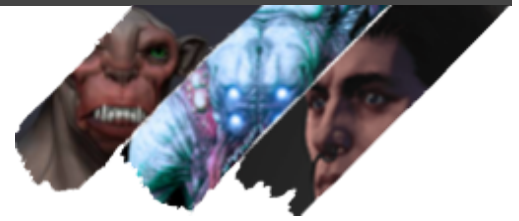


RONALD KURY

ART DIRECTOR | TECHNICAL DEVELOPMENT | LEAD ARTIST



PERSONAL INFO

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EXPERIENCE

- Art Direction
- Team Management
- TechArt Direction
- Outsource Mngmt
- Pipeline Dev
- Tools Development
- 3D Asset Creation
- Technical Art
- Mentoring, Feedback

SOFTWARE



LANGUAGES

- English
- Spanish

EDUCATION

- **Game Design, GDS-Game Design Skills**
2024 | Online
Mentorship
- **Realistic Digital Portraiture, Fly On The Wall Studio**
2019 | Online
Mentorship
- **Bachelor of Fine Arts, DigiPen Institute of Technology**
2004 - 2008 |
Seattle, WA (USA)
- **Associate in Production Animation, DigiPen Institute of Technology**
2001 - 2003 | Seattle,
WA (USA)

PROFESSIONAL CAREER

- **DIRECTOR OF ART | MANAGING DIRECTOR, OCPNZ** Oct 2021 - Present
OCP, Omni Creator Products | Remote
MUSE | Project Frontier
 - Art Direction and Department management for a multinational fully remote team.
- **LEAD CHARACTERS/CREATURES** Mar 2021 - Oct 2021
RocketWerkz | Auckland, NZ
Icarus
 - Working under the CEO, provided Art Direction, guidance and feedback to character, creature, concept and animation teams. Handled production, tech, tools and pipeline development / implementation as well as management of Outsourced asset production.
- **STUDIO ART DIRECTOR, CHARACTERS** Apr 2019 - Sep 2020
FUNCOM | NC, USA | Oslo, Norway | Lisbon, Portugal
DUNE Awakening
- **LEAD CHARACTER ARTIST**
Conan Exiles: Isle of Siptah | Unannounced
Served as a multi-studio Art Director and Lead Artist for characters and creatures.
 - Helped define the visual style and production pipelines for multiple internal projects in collaboration with other disciplines.
 - Managed multiple teams and provided internal training and feedback for different departments within art.
 - Was responsible for our outsourcing pipeline, assets management and feedback loops with external teams.
- **SENIOR CHARACTER, CREATURE ARTIST** Jan 2013 - Mar 2019
ArenaNet | Bellevue, USA
Unannounced
 - Prototyping our character art pipeline, and helping define in-game systems and visual targets for production with our proprietary engine.

Guild Wars 2 | Heart of Thorns | Path of Fire

 - Developed our non-linear creature model/retargeting pipeline for production, as well as our creature tinting system.
 - Concepted and modelled key creatures for multiple expansions.
 - Authored multiple iconic characters and art assets, including: NPCs, armours, outfits, hair and face variants.
- **CHARACTER ARTIST** Jul 2008 - Jan 2013
MONOLITH Productions, WB Games | Kirkland, USA
Shadow of Mordor | Unannounced | LotR: War in the North | Unannounced | F.E.A.R. 2
 - Under the Art Director, helped drive character art pipeline, direction and production for Unannounced Project
 - Created several Animation tools and production systems for characters, including: FaceRig, AutoLipsync, AutoSkin(tool), AssetLibrary, and multiple in-game systems like Modular character customization and facial/ structural deformations. These Systems were later implemented onto 'Shadow of Mordor' to bring life onto Orcs/ Nemesis system.
 - Created several creature and character assets for multiple games, including: in-game, cinematics, prototyping and promotional content.
- **MASTER'S DEGREE TUTOR (Remote)** FEB 2019 - APR 2023
ANIMUM Creativity Advanced School - Malaga, Spain
- **BFA ADJUNCT INSTRUCTOR** SEP 2017 - JAN 2019
DigiPen Institute of Technology - Seattle, USA
- **CO-FOUNDER (Inie Studio), Design + Art** SEP 2015 - DEC 2017
CAMP 3 STUDIOS - Seattle, USA

PERSONAL EXPERIENCE