

John Lindemuth

Art Manager, Animator

Ready to offer exceptional leadership and planning abilities to take on new role in a game development or art outsourcing setting. Demonstrated expertise in cultivating and managing exceptional teams capable of meeting and exceeding demanding targets. Well-versed in game development, outsourcing and leading teams.

Work History

2017-11 -

Current

Art Manager

- Manages a 20 person internal team and multiple external art vendors
- For internal team this includes best practices, career mapping, training, hardware and software management
- For external teams, responsibilities include company liaison, vendor reviews, contract creation, production management and invoicing

2011-03 -

2016-01

Director of Art

- Head of the Creative Studio at Turbine
- Creative Studio is a shared art group that provides art resources for Turbine's current and upcoming titles
- Work with four discipline leads (Animation and Technical Art / Outsourcing and Integration / UI and VFX / Concept art and 3D modeling & texturing) to schedule production across 3 game teams

2008-11 -

2011-03

Director of Animation

- One of three directors in Turbine's art studio, I was responsible for the production planning, quality and timeliness for these three disciplines
- I worked directly with animators and project AD's on animation and VFX planning and execution through regular team review
- Outsourcing was managed by working daily with the vendor and internal AD and Technical Artists to plan

Contact

Address

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Phone

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Skills

3D animation

●●●●●
Excellent

3D modeling

●●●●●
Good

AD

●●●●●
Good

Animation

●●●●●
Excellent

Art

●●●●●
Excellent

Hardware

●●●●●
Excellent

Concept

●●●●●
Average

Contracts

contracts, asset review, provide feedback and integrate outsourced work

- Responsible for all animation, FX and Outsource art efforts for all of Turbine's MMO Franchises
- This can include: Project costing, schedules, mentoring, training and pipeline improvement, direction for quality and efficiency as well as cross team communication

2008-04 -
2008-09

Harmonix

- Animator - Character animations, Motion capture cleanup, scripts to aid in hand, face and body posing

2001-07 -
2008-03

Animator, Art Lead, Animation Lead

Turbine Inc

- Animation, Modeling and texturing Asheron's Call 2: Character Animator Asheron's Call 2 Live team: Art Lead
- 2 person art team - responsible for art for every monthly update
- Concept through integration for all art disciplines
- Lord of the rings online: Animation Lead
- Worked with two internal animators and an outsource animation team to complete 8,000+ animations across 13 base and monster play avatars as well as 40+ monsters
- Animation, team leadership, outsourcing management, aided in systems planning, processes and pipeline tools

1999-03 -
2001-03

Kodiak Interactive

- 3D modeling, texturing, 3D animation WCW backstage assault (18 months, animation) Racing Game (6 months, unreleased, vehicle modeling, texturing, animation) Monsters Inc, (3 months, character model and texture, animation)

1996-07 -
1999-02

Sierra Online, Oakhurst, Ca

- 2D and 3D animation Projects: Quest for Glory Dragonfire, (3D animation) Colliers encyclopedia (2D animation), Middle Earth online (Concept, Animation) Leisure Suit Larry 4 (2D animation)

●●●●●
Excellent

Costing
●●●●●
Excellent

Direction
●●●●●
Excellent

Invoicing
●●●●●
Excellent

Team leadership
●●●●●
Excellent

Mentoring
●●●●●
Excellent

Modeling
●●●●●
Good

Painting
●●●●●
Average

Processes
●●●●●
Excellent

Production management
●●●●●
Excellent

Software

Maya
●●●●●
Very Good

Unity
●●●●●
Good

Photoshop

Education

1994-08 - 1996-05	Some College (No Degree): Animation <i>Joe Kubert School of Cartoon And Graphic Art - Dover, NJ</i>
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Accomplishments

- Supervised team of 21 artists (Backflip) and 35 artists at Turbine
- Managed Art Outsourcing from beginning to end at my last two companies (12 years)

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Excellent

Source control, MS office,
Shotgun, Basecamp

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Very Good