
APRIL SCHMIDT

ART SERVICES DIRECTOR / MANAGEMENT, EXTERNAL DEVELOPMENT, AND CREATIVE LEADERSHIP

CONTACT

Cell: +1 (206) 227-9368

Email: AprilSchmidt1@gmail.com

LinkedIn: <https://www.Linkedin.com/in/AprilSchmidt/>

Portfolio: <https://www.AprilSchmidtPortfolio.com>

SUMMARY

I have been fortunate to work in the game industry for 15+ years in the art development space. I am currently the Director of Core Art at Cryptic Studios, facilitating studio-wide, creative content solutions by enabling our company's centralized artists and external partners. I am proud to collaborate with so many talented individuals across the world to create engaging products and build healthy work environments and relationships.

SKILLS

Team Management • Vendor Management • Communication • Strategic Partnerships • Leadership • Budget Management • Contract Management • External Development • Outsourcing • External Relationships • Global Sourcing • Teamwork • Production Planning • Creative Strategy • Negotiation • License Review • Attention to Detail • Visual Communication • Change Management • Diversity Equity Inclusion • Artistic Vision • Art Review • Critique • Art Direction • Aesthetic Direction • Program Building • Team Building • Role Creation • People Management • Problem Solving • Pipeline Management • Time Management • Triage • Prioritization • Reference Gathering • Resource Building • Style Guides • Documentation • Process • Wiki • Research and Development • 3D • 2D • Art • Modeling • Texturing • Sculpting • Animation • Concept • Illustration • Traditional Art • Digital Art • UI/UX • Ideation • 3D Printing • 3D Scanning • Mentoring • Presentation • Pitching • Public Speaking • Table Topics • Tradeshows

SOFTWARE/TOOLS

Jira • Microsoft Office • Perforce • Confluence • Mural • Outlook • Pixologic ZBrush • Autodesk 3D Studio Max • Adobe Creative Suites • Adobe Photoshop • Adobe Illustrator • Adobe After Effects • Adobe Premiere • Adobe Flash • Adobe Dreamweaver • Substance Painter • Substance Designer • xNormal • Quixel Suites nDo/dDo • Mesh Lab • ZPrint • ZEdit • Autodesk Maya • Unity Engine • Radiant Engine • CrazyBump • Topogun • Autodesk Combustion • Unreal Engine • Speed Tree • World Machine • Railclone • Blender • Team Foundation Server • Basecamp • Git • Dropbox • Shotgun • Shotgrid • DocuSign • ADP • Lever • Excel • PowerPoint • Plastic SCM/Gluon • Concurrent Versions System • WordPress • Proprietary Tools and Engines • Teams • Slack • Discord • Zoom

EXPERIENCE

Cryptic Studios

Director of Core Art

January 2023 – Present

Titles: Neverwinter Online (GaaS), Star Trek Online (GaaS), Champions Online (GaaS), Unannounced Developments

- Cultivating studio's centralized art org, made up of concept, marketing, and XDev artists, empowering Cryptic to create even more compelling and successful products. Includes non-direct management of technical art and associated production staff.
- Mentoring, supporting, and collaborating with art leaders.
- Identifying and anticipating cross-project, studio art needs, employing strategic art staffing solutions, and investing in people and relationships. Enabling artists to deliver game art consistently, at high fidelity, on time, in a sustainable way that supports the vision of the products and development teams.
- Continued external art development responsibilities (see *Senior Art XDev Manager* below.)

Senior Art XDev Manager

January 2018 – December 2022

Titles: Neverwinter Online (GaaS), Star Trek Online (GaaS), Champions Online (GaaS), Magic: Legends (Open Beta, 2021)

- Spearheaded a studio-wide external art development program. Includes role creation and team building, strategic partnerships, talent identification and acquisition, mentoring, budget management, contract management, negotiation, schedules, plans, strategies, best practices, processes, and pipelines best fitting the needs of the studio.
- Coordinated with interdisciplinary project leadership to establish aesthetic and technical standards and developed processes and guidelines to uphold them.
- Art content creation and support, source control, engine implementation, tooling, pipeline, and game development related training.

Boneyard Studios LLC.

Art Manager

January 2018 – November 2018

Titles: Unannounced VR development

- Coordinated with interdisciplinary project leadership.
- Art leadership, people management, production scheduling, budget management, contract management, negotiation, talent acquisition.
- Art, aesthetic, and technical direction for concept, character, and environment art for VR.

Ignite Studio (IGT)

External Art Manager

July 2016 – December 2017

Titles: Griffin's Throne (2017), Ocean Spirit (2017), Babooshka (2017), Cleopatra Gold (2017), Fortune Coin (2017), Phoenix (2017), Sea Cash (2016), Ascent of Queen (2016), Wheel Shot 2 (2016)

- Established and maintained art outsourcing best practices, processes, and pipelines.
- Coordinated with art leadership and external devs. Art review, aesthetic, and technical direction.
- Coordinated with accounting/finance, contract management, negotiation, external partnership acquisition and maintenance.
- Art content creation and support, source control, engine implementation, tooling/pipeline and game development related training as needed.

YouKickAss, LLC.

Lead Artist

2015 – 2016

Titles: 3D Face Software (2016), Unannounced software development

- People management, production scheduling. Overseeing, approvals, coordination with in-house pipeline and process and external team-members.
- Individual contribution. Included ux/ui, concept, 2D/3D character art, animation, 2D/3D environment art, 3D printing, R&D, and art development for VR.

Turn 10 Studios (Microsoft Gaming Studios)

2008 – 2015

Senior Vehicle Outsource Artist (Car Team)

Titles: Forza Motorsport 6 (2015), Forza Horizon 2 (2014), Forza Motorsport 5 DLC

- Vendor asset management, documentation, and communication between in-house and vendor artists.
- Individual contribution. Included asset creation, engine implementation, polish, bug fixes.

Lead Environment Outsource Artist, Senior Environment Artist (Environment Art)

Titles: Forza Motorsport 5 (Xbox One Launch Title, 2013)

- Vendor asset management, documentation, and aesthetic direction. Outsourcing and QA staffing, mentoring and leadership.
- Individual contribution. Included asset creation, engine implementation, polish, bug fixes.
- Prototyping, software testing for future use in pipeline. Tutorial, document, and Wiki creation for in-house pipeline usage.

Outsource Artist, Associate Environment Artist, Quality Assurance (Environment Art)

Titles: Forza Motorsport 3 (2009)

- External art facilitator. Coordinated with art leadership and external devs. Art review, aesthetic, and technical direction.
- Individual contribution. Included asset creation, engine implementation, polish, bug fixes.

Young Rembrandts

Fine Arts Teacher

2015 – 2016

- Teaching, traditional arts, drawing, tradeshow.

FXVille, Inc.

World Builder

Title: Call of Duty: Modern Warfare 3 (Wii, 2011)

- Port track artist for three levels (two multi-player, one single-player).

Northwest Orthopedic Institute

Freelance Illustrator

Title: SAIL Brochure 2007

- Concept and ideation through final illustration for print and web content.

Extra Contributions

Cryptic Studios

DEI Co-Chair

October 2022 – Present

- Spearheading Cryptic Studio's DEI program.

XDS Ignite

Table Topic Host

March 2023

- Hosted two sessions of a Table Topic ("Building a Sustainable, Rewarding Environment for Folks Supporting External Developers") at the XDS Ignite event hosted by Google in San Francisco, CA - USA in 2023.

Ignite Studio (IGT)

Diversity and Inclusion Council Member

January 2017 – December 2018

- Selected as one of four "Emerging Leaders" across the global IGT corporate network. Participation in leadership engagement to grow awareness of company DEI initiative.
- Engagement Chair of the Diversity and Inclusion Council.

Education

The Art Institute of Seattle, WA - USA

BFA in Media Arts & Animation