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# APRIL SCHMIDT

ART MANAGEMENT, EXTERNAL DEVELOPMENT, AND CREATIVE LEADERSHIP

## CONTACT

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## SUMMARY

I have been fortunate to work in the game industry for 17+ years in the art development space. My most recent role was as Art Manager at Thought Pennies Inc., where I worked in the Production space supporting globally distributed, multi-disciplined tech artists and creatives. I am proud to have worked with many talented individuals over my career to develop engaging products and build healthy work environments.

## EXPERIENCE

### Thought Pennies Inc.

Role: Art Manager (*May 2024 – November 2024*)

Titles: Unannounced fantasy RPG development

- People development, production, and management. Enabling, supporting, and collaborating with Tech Artists, Art Leads, Engineering, Narrative Designers, and creative ICs.
- Art development pipeline, process, and best practice building and coordination.
- Engagement at studio organizational level, deep Production collaboration, and facilitation of Game Director vision through Art department guidance and support.
- Supporting studio-level relationship with Publisher and IP representatives.
- Development game art, demo building, pitch coordination, aesthetic review, feedback, and art direction.
- Facilitating relationships and processes with contractors and external service providers.

### Cryptic Studios

Role: Director of Core Art (*January 2023 – April 2024*)

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

- Cultivated centralized art org, made up of concept, marketing, and multi-disciplined XDev artists. Included shared management and coordinated production of technical art and associated production staff.
- Organizational level leadership. Identified and anticipated studio-wide art needs and employed strategic art staffing solutions, budgets, and roadmaps.
- Mentoring, supporting, and collaborating with studio art leaders, creative/art directors, and ICs.
- 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.)

Role: 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. Included role creation and team building, strategic partnerships, talent acquisition, mentoring, budgeting, contract building and management, negotiation, scheduling and planning, and establishing pipelines and practices best fitting the needs of the studio.
- Established and implemented aesthetic and technical art standards. Art content creation and support, source control, engine implementation, tooling, pipeline, and game development related training.

## **Boneyard Studios LLC.**

Role: Art Manager and Art Director (*January 2018 – November 2018*)

Titles: Unannounced Fantasy VR development

## **Ignite Studio (IGT)**

Role: 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)

## **YouKickAss, LLC.**

Role: Lead Artist (*2015 – 2016*)

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

## **Turn 10 Studios (Microsoft Gaming Studios)**

Roles: Senior Vehicle Outsource Artist, Lead Environment Outsource Artist, Senior Environment Artist, Environment Outsource Artist, Associate Environment Artist, Environment Art Quality Assurance (*2008 – 2015*)

Titles: Forza Motorsport 6 (2015), Forza Horizon 2 (2014), Forza Motorsport 5 DLC, Forza Motorsport 5 (Xbox One Launch Title, 2013), Forza Motorsport 3 (2009)

## **FXVille, Inc.**

Role: World Builder (*2011 – 2011*)

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

## **Extra Contributions**

### **Cryptic Studios**

Role: DEI Co-Chair (*October 2022 – April 2024*)

### **XDS Ignite**

Role: Table Topic Host on Creating Healthy ExDev Relationships (*March 2023*)

### **Ignite Studio (IGT)**

Role: Diversity and Inclusion Council Member (*January 2017 – December 2018*)

## **Education**

### **The Art Institute of Seattle, WA - USA**

*BFA in Media Arts & Animation*

## **Skills**

Team Management • Vendor Management • Communication • Strategic Partnerships • Leadership • Budget Management • Contract Management • External Development • Outsourcing • Global Sourcing • Teamwork • Production Planning • Creative Strategy • Negotiation • License Review • Attention to Detail • Change Management • Diversity Equity Inclusion • Artistic Vision • Art Review • Art Direction • Team Building • Role Building • People Management • Problem Solving • Time Management • Triage • Prioritization • Reference Gathering • Resource Building • Style Guides • Documentation • Pipeline Building • 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 • Tradeshow

## **Software and Tools**

Jira • Microsoft Office • Perforce • Confluence • Mural • Outlook • ZBrush • 3D Studio Max • Adobe Creative Suites • Photoshop • Illustrator • After Effects • Premiere Pro • Flash • Dreamweaver • Substance Painter • Substance Designer • xNormal • Quixel Suites • 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 • Concurrent Versions System • WordPress • Proprietary Tools and Engines • Teams • Slack • Discord • Zoom • Miro