

Daniel Sandberg

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I am an artist, designer, and developer focused on building AAA quality games across all platforms. From production leadership to asset development, to implementation alongside programmers and department leads – I work across roles to get things done. I've built products for myself as well as others so I know how to work with users and developers to build what they need, not just what they want.

SKILLS AND TECHNOLOGIES

Management • Project Management, Outsource & Contractor Management, Development Road Mapping, Tasking & Task Tracking.

MS Office Suite, Jira, Trello, Version Control Software, MailChimp.

Asset Creation • 3D Modeling and Texturing with focus on Hard Surface Assets and Props. PBR materials, High Poly to Low Poly Baking, UV Mapping, Mobile, Console, and PC Optimization. 3dStudio Max, Substance Painter, zBrush, Unity3d, Unreal Engine, CryEngine, C# familiarity.

Design • Concept Art, Game & Systems Design, UX & UI, Whiteboxing, Logo & Branding, illustration. Adobe Photoshop, Illustrator, XD, InDesign, Audition, Premiere, After Effects, Sketch, InVision.

WORK EXPERIENCE

Owner, Artist, Developer

Atom Switch, Inc

May 2011 – Present

The company I founded to expand my offerings as an art and development consultant.

Game Development

- Full Production Experience, Contractor Management, Artist Management / Critique, and Mentorship, Asset development, Unity3d, CryEngine and UE4 integration, asset optimization, pipeline problem solving, and concept art for: Bonfire Studios, Microsoft Game Studios, Activision / Treyarch, id Software, AMD, Crytek, Crystal Dynamics, Hi-Rez Studios, Art Bully, and more.

- Shipped Titles: Rage 2, Rise of The Tomb Raider, Call of Duty: Black Ops 3, HomeFront: Revolution, SMITE, The Amazing Eternals, Tribes: Ascend, Kinect Star Wars, Ghostbusters: The Video Game.

Business and Project Management, Development

- InfinitasDM – A tabletop RPG app that brings digital tools to in-person gaming, one of the only apps of its kind approved for sale on Steam, developed concurrently for desktop and mobile platforms. On a fixed, Kickstarter-funded, \$40,000 budget utilizing a single engineer, I designed, roadmapped, tasked, and managed the project which was released on time and on budget, including all Kickstarter rewards and reward content. I am also responsible for all ongoing customer support for new and existing users.

- Avexis – I provided guidance for hardware and software for the creation of a Microsoft Kinect enabled medical diagnostic tool to more effectively identify disease symptoms for the drug treatment they were creating. I met with the doctors and engineers working on their original solution and along with an engineer that I managed, devised and roadmapped an improved methodology that allowed for easier-to-use tools generating faster results, smaller file sizes, and more efficient processing.

UX, Development, and Design

- **InfinitasDM** – Along with my business and project management duties, I also provided all UX and overall design, branding, marketing materials, reward materials, and supplemental content. I integrated all UI assets and wrote some basic C# elements. One of the top challenges was devising an intuitive way to bring digital tools to an in-person setting, as well as to ensure that all of these complex processes were mobile and touch-screen friendly.
- **Overdrive: Infinite** – An internal game prototype where I taught myself basic C# to create a functioning track generator, health / speedometer / boost UI and damage system, modified rigid body car controls, physics, and particle effects. I also made test variants of this build for VR.
- **TRIPP, Inc.** – I was tasked with re-tooling their existing branding and drive the design of both their mobile app experience and VR UX and UI. For mobile I provided an overall design theme and provided best-practices for critical experiences like profile creation and user feedback. For VR I was tasked with providing a more streamlined, easier to use way to navigate (or when possible, remove) menus in a hands-free and keyboard-free VR environment.
- **IGT** – I designed and implemented a new user interface to enable users to more easily browse a large content catalogue and to provide a more enticing, interactive navigation experience. I was also responsible for bridging communication between project managers and engineers to more smoothly devise and implement the interface in Unity3d.

Hard Surface Artist

High Voltage Software

August 2019 – June 2020

Brought on as a specialist for my AAA experience with a focus on high end PBR artwork and pipeline optimization, I become the go-to source for critical asset creation, coaching, documentation, client interaction, and pipeline streamlining. After the depreciation of the Save The World gameplay mode (which hosted the majority of hard surface assets via new weapon sets), I also contributed to Battle Royale props and environment artwork.

- Weapon, Prop, and Environment Asset creation, artist mentorship, documentation & client outreach, lead interdepartmental efforts to resolve time sensitive client needs and remove technical hurdles.
- Shipped Titles: Fortnite

Environment Artist

Terminal Reality

Sept. 2007 – May 2011

Modeled and textured environments & props, managed sets and asset placement, optimized outsourced assets, created set lighting, and created level white-boxes for design. Assisted in growth of Jr and Senior Artists through critique and mentorship, worked directly with publisher's Technical Director + internal Senior Designer to create new Pod Racing level environment workflow. Prototyped early level design concepts including "infinite runner" styled speeder bike level. Worked directly with Programming and Animation teams to create, document, and implement new vehicle damage system.

EDUCATION

Northern Illinois University

Bachelors of Fine Art in Illustration

May 2007