

Arthur Klein

San Francisco, CA | [Portfolio](#) | [LinkedIn](#)

SKILLS

- Art Direction & Management (Internal & External)
- Maya, ZBrush, Figma, Unity, Substance Painter, Shotgun, Adobe CS, and similar software
- Modeling, texturing and set-up for game assets
- Concept and Content Design
- LiveOps Asset Creation and Direction

PROFESSIONAL EXPERIENCE

Nifty Games, Lafayette, CA

October 2019 – Present

Art Director

NFL Clash (iOS, Android), **NBA Clash** (iOS, Android)

- Mobile sports game development, particularly with the NFL and NBA franchises
- Leading and managing large teams of artists to deliver high-quality assets across multiple disciplines
- Manage internal, external, outsource, and contract artists and teams

Facebook | Meta, Menlo Park, CA

October 2018 – October 2019

3D Artist

Horizon Worlds (Meta Quest)

- Modeled, sculpted, and textured characters for Horizon Social VR and other products
- Explored style, lighting, and pipeline for characters, objects, and environments
- Wrote art tool specs

Pocket Gems, San Francisco, CA

October 2016 – October 2018

Senior Artist

Episode (iOS, Android)

- 2D character and environment outsource management and training
- 3D character pipeline design
- With story teams, established and iterated character clothing designs, environments, VFX, and camera shots

EA Maxis, Redwood Shores, CA

August 2013 – October 2016

Character Modeler

The Sims 4 (PS4, Xbox One, PC)

- Modeled, sculpted, textured, weight painted, and hooked up character, object, and prop assets
- Outsource management, milestone prep, training, review for character and object assets, pipeline documentation
- Work on The Sims 4 included 11 expansion packs: *Dine Out*, *Kids Room Stuff*, *Movie Hangout Stuff*, *Romantic Garden Stuff*, *Cool Kitchen Stuff*, *Get Together*, *Get to Work*, *Luxury Party Stuff*, *Perfect Patio Stuff*, *Spa Day*, and *Spooky Stuff*

Zynga | Page 44, San Francisco, CA

February 2008 – June 2013

Senior Artist

Zynga Avatars (Web), **Party Place** (iOS), **Pictionary: Ultimate Edition** (Xbox 360, PS3), **Pictionary uDraw** (Wii), **Disney's All-Star Party** (Wii), **Hannah Montana: Rock Out the Show** (PSP), **High School Musical 3: Senior Year Dance** (Wii, Xbox 360, PS2, PC)

- Modeled and textured high- and low-resolution characters as well as character and environmental concepts
- Created UI and environment art, designed content and managed asset database
- Designed documentation for artist tools for delivery to tech artists and engineers

Perpetual Entertainment, San Francisco, CA

January 2006 – October 2007

Character Artist

Gods & Heroes: Rome Rising (MMORPG)

- Helped define design trends on 100+ armor suits and process workflow
- Concepted, modeled, textured, weighted and processed MMOG characters

EDUCATION

Academy of Art University, San Francisco, CA

2000 – 2004

- Bachelor of Fine Art