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CAREER OBJECTIVE

To work with a passionate, research and development team on pushing the limits of cutting-edge technology, by driving artistic direction through: emotional visual storytelling, character creation and overall user experience within an immersive world.

PROFESSIONAL EXPERIENCE

IKIN Inc.

Studio Art Director

Dec 2021 – Feb 2024

Making advancements in research and development of AI technology, holographic visualization, AR, and VR. Focused on strategically working with the R&D team in creatively developing new IPs, business development, and generating additional funding for the holographic hardware. Responsible for leading a team, by example in producing immersive, visually stunning environments and games for the users to interact with in an engaging, dynamic manner.

Cubic/Intific Corp.

Studio Art Director

May 2015 – Dec 2021

Thinking outside the box to solve difficult real-world problems! Worked with the DARPA (Defense Advanced Research Projects Agency), DOD (Department of Defense), DOJ (Department of Justice) and JSOC (Joint Special Operations Command) on several cutting-edge, interactive, game-based projects to assist in the safety of our military and special force teams.

Sony Online Entertainment

Art Director | Outsource Art Manager | BD

May 2009 – Mar 2015

Worked with the project leadership and external artists in establishing and maintaining a high visual fidelity that serves a compelling game experience. Responsibilities include an eye for quality and the ability to communicate and direct effectively toward a common goal. Work with the team, through example to create and maintain internal / external assets with guidelines for modeling, texturing, lighting and implementing environments and characters within the game. Researched, tested, built relationships and maintained a database of quality outsourcing studios. Create, negotiate and track 3rd party contracts and deliverables. Responsible for managing and running production for the art team which consisted of 34 internal artists and 35-50 external artists. Managed reviews and expectations with DC Comics and Wildstorm on a daily basis in order to maintain continuity within the franchise.

- **Ronin (Prototype)** PS3 and PC
- **DC Universe Online** PS3 and PC
- **Magic The Gathering** PS3 and PC
- **Planet Side 2** PC

Midway Games

Art Director | Outsourcing Manager

Sep 2004 – Jan 2009

Responsibilities included working with the leads to create and maintain a cohesive compelling art style to support the game design. Specializations included art direction, leadership, performance and metrics, mentoring, tool design, pipeline development, scheduling, risk assessment, business development, staffing, prototype development and outsourcing.

- **Paladin (Prototype)** X-Box 360, PS3 and PC
- **Blacksite Area 51** X-Box 360, PS3 and PC
- **Mortal Kombat Fire And Ice** X-Box 360
- **Mortal Kombat Shaolin Monks** Playstation 2 and X-Box

Paradox Development / Midway Games

Oct 2001 – Sep 2004

Lead Artist

Lead Artist responsible for managing a group of artists in maintaining the highest art quality, while developing the best possible title under a tight budget and a short time frame.

- **Back Yard Wrestling 2** Playstation 2 and X-Box
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- **He-Man (Prototype)** Playstation 2
- **Fight Club (Prototype)** Playstation 2
- **Jackie Chan Adventures 2** Playstation 2
- **Kill Bill (Prototype)** Playstation 2
- **X-Men Next Dimension** Playstation 2 and X-Box

Left Field Productions

Oct 1998 – Oct 2001

Westlake Village, Ca

Lead Artist responsible for designing, modeling, texturing, and lighting characters and environments.

- **Excitebike 64** Nintendo 64
- **NBA Courtside 3** Nintendo Gamecube
- **1080** Nintendo Gamecube

Konami Computer Entertainment

Sep 1995 – Oct 1998

Chicago, IL.

2D /3D Artist responsible for designing, modeling, lighting, and animating characters and environments.

- **Castlevania Resurrection** Dreamcast
- **Broken Helix** Playstation and Saturn
- **Castlevania Symphony of the Night** Playstation
- **Chopper Command** Coin-Op using the M3 Hardware

LINKS TO: ENDORSEMENTS

<http://www.linkedin.com>

EDUCATION

- **The Art Institute of Dallas** Sep 1993 – Sep 1995
2D & 3D Art and Animation
- **California Polytechnic University** Sep 1990 - Jun 1993
Architectural & Environmental Design