

**CUTLAR J. NORDYKE III**  
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## EXPERIENCE

### ASSOCIATE ENVIRONMENT LEAD

9/08 – Current *Mythic Entertainment / Electronic Arts*  
Fairfax, Virginia

### ENVIRONMENT ARTIST

6/06 – 09/08 *Mythic Entertainment / Electronic Arts*

### GRAPHIC ARTIST / USABILITY ANALYST

4/00 - 8/03 *Virtuas Solutions, INC*  
Denver, Colorado

## EDUCATION

**Warhammer Online: Land of the Dead** (PC - 2009)

**Warhammer Online: Age of Reckoning** (PC - 2008)

**Dark Age of Camelot: Labyrinth of the Monitor** (PC - 2006)

## EDUCATION

### ASSOCIATE OF SCIENCE IN COMPUTER ANIMATION

10/04 *Full Sail Real World Education - Winter Park, Florida*

### BACHELOR'S OF FINE ARTS IN VISUAL COMMUNICATION

12/99 *Auburn University - Auburn, Alabama*

## SKILLS

### GAME DEVELOPMENT / GRAPHICS SOFTWARE PROFICIENCIES

Autodesk 3DS Max | Adobe Photoshop | Gamberyo Engine | MMORPG Development  
Autodesk Maya | Adobe Illustrator | Macromedia Flash | Macromedia Dreamweaver

## CAREER HIGHLIGHTS

### MYTHIC ENTERTAINMENT / EA MYTHIC

- Worked directly with the Art Director and Environment Lead to establish the overall look and feel of environmental assets and terrain layout for Land of the Dead expansion.
- Directed environment art teams of up to 6 in house artists; providing daily art feedback, training, and managerial support to these team members.
- Acted as environment artist on the Pre-Vis/Pre-Production team to design high priority structures and play spaces.
- Worked with leads across multiple disciplines to ensure proper support for environment development; including Concept Art, Content Development, Programming, and Quality Assurance teams.
- Became the go to artist for technical art problem solving with the Capital Cities where I worked directly with Content Development and Programming teams to create and implement solutions for various issues related to game design and performance.