Eric M. Grossman

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Professional Experience

Game Director, Unity Divison   Nov `22 - Present
Serenity Forge Boulder, CO (Remote)
- Set and articulate a vision for original IP development projects, from initial pitch to full development.
- Articulate standards and goals for every discipline in order to fulfill the high-level vision.
- Set production milestones and organize work to ensure that deadlines are met without crunch.
- Lead design, narrative, and art discussions to ensure that every piece of work contributes to high-level goals.
- Coordinate with tech leadership to scope features, select approaches, and determine dev tools.
- Lead prototyping and development efforts with standard-setting, hands-on implementation.
- Deliver thoughtful feedback to improve work across the team, and cultivate a culture of constructive crit.
- Foster growth through a culture of ownership and doable challenges for every team member.
- Manage multiple simultaneous projects in order to move team profile forward along multiple axes.

Art Director, Unity Divison   Jan `22 - Present
Serenity Forge Boulder, CO (Remote)
- Craft a unique visual language for every project through concept art, 3D art tests, and target renders.
- Develop asset creation and integration pipelines to support a range of art styles, from high-fidelity to stylized/NPR.
- Create, integrate, and optimize shaders to support effects, characters, and environment asset pipeines.
- Integrate and optimize cutting-edge Unity rendering features, such as VFX Graph, Custom Render Passes (HDRP), and Renderer Features (URP) to achieve distinctive visual effects while hitting performance targets.
- Coach and develop a team of 10 artists from multiple disciplines, ensuring work conforms to the highest standards and contributes to a cohesive artistic vision while enabling each member to reach their potential.
- Work with producers and other component leads to set milestone goals and coordinate an efficient production pipeline.
- Manage a pipeline of external art contractors to deliver quality assets that comply with game style, pipeline, and quality requirements.

Art Director & Studio Co-Founder   Jan `16 - Feb `20
Polyknight Games Dallas, TX (Remote)
- Established a visual language to guide unique and efficient shading techniques and game art pipelines through key art, production concept art, and 3D blockouts.
- Worked closely with technical and 3D artists to build art pipelines to capture the game's visual language while respecting scope and development resources.
- Secured partnerships for original and contract development by demonstrating value to investors, publishers, and partners.
- Won a publishing deal and long-term studio funding by crafting and delivering a compelling pitch that identified an underserved market niche and proposed a strong product position.
- Implemented art, game levels, and encounters directly in Unity to deliver commercial titles, rapid prototypes, and high-fidelity playable pitches.

Skills

Art Direction	Technical Art	Misc. Game Dev
• Key and production concept art	• Shader graph (HDRP and URP)	• Level and encounter design
• Personified mechanical design	• Custom passes and render objects	• VFX graph
• Mood and theme development	• NPR and custom lighting	• Scripting (C#)
• Emotive environments	• Dot products and vector math	• Scene optimization
• Lighting and look development	• Advanced tiling techniques	• Unity rigging and animation rools

Education

Columbia University, New York, NY   May '14
BA, Film and Television, Summa cum Laude