



DON TOLEDO

ART DIRECTOR / 3D ARTIST

WORK HISTORY

DEC. 2021 - PRESENT

SOLID BASH BY ROOM8GROUP

Art Director

As Art Director I work remotely with producers, managers and directors to coordinate, execute, and achieve studio and department goals. I helped document and develop workflows and pipelines for all levels of art production and built and mentor art teams and leads for production and management. I also oversee and manage the art production and development across multiple projects in all disciplines for mobile, console, and PC platforms during the length of a full-cycle project from pre-production to launch and LiveOps.

JUN. 2020 - DEC. 2021

HOTHEAD GAMES

3D Artist

I remotely worked with other artists and developers to model, texture, rig and animate 3D character and environment assets for **Box Office Tycoon** and many other mobile prototypes made in Unity. I helped create and animate VFX assets within the editor and cooperated with several teams for multiple mobile game projects and prototypes. I also assembled, rendered and composited images for UI and marketing pitches.

SEP. 2015 - JUL. 2018

LIGHTNING ROD GAMES

Art Director

Remotely worked with the co-founders to develop **A Fold Apart** for PC and console platforms. I provided the technical and creative art direction while also producing the 3D character and environment assets. I also developed the custom shaders and materials for the lighting, rendering and camera post-effects within Unity.

NOV. 2013 - SEP. 2015

GAMELOFT TORONTO

Lead 3D Character Artist

I led, managed, scheduled and aligned the Character department with the producers, managers and directors for **Disney Magic Kingdoms** for iOS and Android platforms. I also produced 3D character models and textures and worked with other artists to ensure likenesses were achieved with the provided art styles, while meeting the technical demands for their in-house mobile engine.



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WORK HISTORY (CONT'D)

DEC. 2011 - OCT. 2012

PARAGON STUDIOS

Character Artist

I helped in the art production for the 3D character and accessories for **City of Heroes: Freedom** for the PC. I also aligned with Producers, Managers, and the community for feedback and to develop future content.

FEB. 2010 - FEB. 2011

GANZ INTERACTIVE

3D Artist

I worked with Leads and Directors to develop character and environment designs for **Webkinz**, **Mazin' Hamsters**, **Tail Towns Friends**, and **Amazing World** for the PC and web browsers. This included the full production workflow for 3D assets from concept to sculpt and model, to texture, rig, and rendering to the target platforms for review.

MAY 2003 - AUG. 2009

SILICON KNIGHTS INC.

Lead Character Artist

I started as a 3D Artist for **Metal Gear Solid: The Twin Snakes** for the Gamecube producing 3D characters and textures, and rigging and animating. I then moved into the Lead Character Artist role to train and manage the Character Art teams for **Too Human**, and other unreleased prototypes for the Xbox 360 console. I worked with the Art Directors and Leads to produce, design, and review 3D characters, props, and environment set pieces, while also providing technical art support and scheduling for the department.

EDUCATION

JAN. 2002 - MAY 2002

3D Digital Animation - Maya

Seneca College, Toronto, Ontario

SEP. 2000 - AUG. 2001

3D for Design and Architectural Professionals Post-Diploma (Honors)

Humber College, Toronto, Ontario

JAN. 2000 - FEB. 2001

3D Modeling and Animation Certificate

Humber College, Toronto, Ontario

SEP. 1998 - AUG. 2000

Computer Programming Diploma

Humber College, Toronto, Ontario

ABOUT ME

I have been working in the video game industry for over 20 years. My expertise in art, production, technology, and management have helped me successfully lead and direct many teams and artists. I have released over a dozen titles in multiple styles and genres, and across multiple platforms for companies such as Disney, Nickelodeon, NCSoft, Konami, and Marvel.

CONTACT



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Portfolio

dontoledo.artstation.com



Website

dontoledo.weebly.com



LinkedIn

www.linkedin.com/in/thedontoledo

REFERENCES

Available upon request.

TOOLS

Blender

Affinity

ZBrush

Clip Studio Paint

3ds max

Procreate

Maya

SourceTree

Unity

Git

Unreal Engine

JIRA

Marmoset Toolbag

Confluence

Substance Painter

Perforce

Photoshop

SVN

RELEASES

STUMBLE GLYS LD
PC / CONSOLE / MOBILE

MAZIN' HAMSTERS
PC

PROJECT DRONE
GALAXY
PC

TAIL TOWNS
FRIENDS
PC

BOX OFFICE
TYCOON
MOBILE

WebKinz
PC

A FOLD APART
PC / CONSOLE / MOBILE

ARMIN VAN
BLUIREN - IN THE
MIX
NINTENDO WII

DISNEY MAGIC
KINGDOMS
MOBILE

TOO HUMAN
XBOX 360

CITY OF HEROES:
FREEDOM
PC

METAL GEAR
SOLID: THE TWIN
SNAKES
NINTENDO GAMECLUBE

AMAZING WORLD
PC