

PAUL WARNE

Interactive Artist, Game Designer and Instructor

EDUCATION

05/98 BFA Film/Animation Edinboro University of Pennsylvania

PROFESSIONAL EXPERIENCE

Lead Creative Director and Partner 03/10-present Hololabs Montreal, QC

- Co-created new studio to develop 3D augmented reality social experiences for creative mobile applications
- AR Apps in production to be published on App Store (experience with GPS and visual marker technology)

Game & Level Design Instructor 10/09-present Dawson College Montreal, QC

- Developed and teaching four college-level courses in videogame and level design to game design students
- Published articles on game design/culture for Gamasutra, Game Developer's Magazine and Xplay Insider's Guide
- Guest talks at Carnegie Mellon University, Dominican University and l'Université de Montréal

Lead Interactive Media Designer 10/09-03/10 Société des Arts Technologiques Montreal, QC

- Lead creative director and designer for "Breaking the Ice" - a multi-user touchscreen, tele-presence installation
- Co-Featured at CODE Art Festival for the 2010 Vancouver Winter Olympics and Montreal's National Library
- Thousands of public users in Montreal and Vancouver could see, communicate and play games with one another
- Designed touchscreen interaction with both 3D and dynamic shaders in PD/OpenSceneGraph environment
- Collaborated and coordinated project with network engineers, shader programmer and industrial designers

Interactive Media Designer 10/09-03/10 Société des Arts Technologiques Montreal, QC

- 3D Artist and interactive designer with TOT Immersive Audio Group
- Developed augmented-reality application 4DMix3 within PureData/OpenSceneGraph environment
- Featured IR motion-tracking for general public to control virtual avatars projected in a hybrid-reality environment
- Users were able to control mirrored avatars to create custom sound-tracks in a 3D audio environment

Video Installation Artist 2000-Present Pop-Montreal/CMU/City of Montreal Montreal, QC

- Created multi-media funhouse "The Lumenarium", featured in Pop Montreal's 2008 and 2009 Art Festival
- Mixed-Reality installations such as "The Chamber of Hollowfields" and "Kaberet of Kinomorphosis"
- Exhibited at CMU Regina-Miller Gallery, Montreal Biennale, Halifax GoNorth Festival, Montreal's NUIT Blanche Festival, Maison de la culture Montreal

Senior Level Designer 1998-2009 Lucas, DoubleFine, Ubisoft San Francisco - Montreal

- Created levels for AAA console titles at Lucas Learning, Doublefine Productions and Ubisoft Entertainment.
- Knowledge of multiple engines, modeling programs and scripting tools (xbox 360, PS3, iPhone, GBA, PC)
- Worked closely with programming and art teams to establish, document and maintain vision for my levels
- Implemented player goals, obstacles and environments that shaped the player experience
- Over one million players on titles like "Splinter Cell", "King Kong", "Assassin's Creed" and "Psychonauts"

Software & Tool Knowledge

- Knowledge of Unreal Editor, Hammer Editor, Gamedesigner, LUA scripting
- Adobe Premier, Photoshop, After Effects, Google Sketch-up, Autodesk 3DStudio Max, LAYAR