

# GABRIEL A. OLSON

Curriculum Vitae

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## Education

**MFA - Film and Media Arts | University of Utah, Salt Lake City, UT** September 2010 - May 2013

- Thesis defense **Taming The Goat: A Master's Journey**
- Game creation with interdisciplinary teams using Unreal Tech, Unity 3D and XNA
- Taught Art courses in the EAE Masters Game Art track

**BS - Game and Art Design | Art Institute of Portland, Portland Oregon**

- Game art and design studies with a focus on modeling and texturing
- Team focused senior project game using Unreal Engine, Creature and Asset Modeling

## Academic Positions

**Assistant Professor (Lecturer)**

University of Utah | Entertainment Arts Engineering, Salt Lake City, Utah

August 2016 – Current

- Game Arts road map
- Masters Committee member, Thesis game advisor
- Course Supervisor

**Associate Instructor**

University of Utah | Entertainment Arts Engineering, Salt Lake City, Utah

August 2011 – Spring 2016

- Game Arts road map
- Industry Professional Experiences
- Created and restructured multiple courses to match current industry pipelines

**Adjunct Teacher**

Art Institute of Salt Lake City | Game Arts Program, Draper, Utah

Spring 2011 - Winter 2011

- Taught several 3D related classes for games and film production
- Focus on project based lectures and learning of fundamental and complex techniques

**Adjunct Teacher**

Mount Hood Community College | Computer Game Development, Gresham, Oregon

Spring 2009 - Winter 2009

- Taught Game Art and 3D focused classes
- Instrumental in developing and advising existing games program
- Curriculum creation for several Game Arts and Software Development courses

## Industry Experience

### **Megabyte Game Studio | Consultant of Art Direction, Mobile Games, Salt Lake City, Utah**

April 2017 - Present

- Mobile Game Design
- In charge of look and art direction

### **Disney/Avalanche | Level Designer, AAA game development, Salt Lake City, Utah**

July 2009 - July 2016

- Level Designer on 5 shipped AAA titles and one cancelled title
- Design, block out, visual scripting, encounters, virtual toys, etc...
- Managed libraries of virtual toys for toy box mode
- Prototyped Game Play
- High Level Game design through development to ship
- Mentored junior artists and interns

### **Metaversatility, 3D Environment Modeler/Texture Artist**

February – July 2009

- Built 3d props and avatar costumes

### **LAIKA/house, 3D Modeler**

October 2008 – February 2009

- Created 3d assets for television commercials

### **3D Central, 3D Character Modeler/Texture Artist**

November 2008 & January 2009

- Model and Character modeling and texturing for games

### **Whynaut Studios, 3D Character Modeler/Texture Artist**

2008

- Model and Character modeling and texturing for short film

### **Liquid Development, 3D Modeler**

October 2007

- Created LOD's and lightmaps for existing assets

## Talks/Presentations/Panels

- Presenter, Disney Infinity to developers at the GameStop Expo in Las Vegas 2013
- Presenter, Cars 2: The Video Game to developers at E3 2011
- Presenter, Closed doors discussion with Sony Home developers regarding Engine, GDC 2009

## Classes Taught

University of Utah, Salt Lake City, UT

### **Spring 2018**

EAE 3690 - Concept Art I, Credits 3, Evals Processed:

EAE 3695 - Concept Art II, Credits 3, Evals Processed:

EAE 6010 - Virtual Worlds, Credits 3, Evals Processed:

EAE 6230 - Game Arts IV, Credits 3, Evals Processed:

EAE 6410 - Game Production III, Credits 4, Evals Processed:

EAE 6950 - Independent Study, Credits 3, Evals Processed:

**Fall 2017**

EAE 4900 Level Design Credits 3, Evals Processed: 5

I7: 5.74 Sch Avg: 5.29      15: 5.74 Sch Avg: 5.15

EAE 4900 Adv. 3d Modeling Credits 3, Evals Processed: 4

I7: 5.71 Sch Avg: 5.29      15: 5.75 Sch Avg: 5.15

EAE 6120 Game Projects II Credits 3, Evals Processed: 30

I7: 5.18 Sch Avg: 5.29      15: 4.66 Sch Avg: 5.15

EAE 6200 Game Arts I Credits 3, Evals Processed: 11

I7: 5.48 Sch Avg: 5.29      15: 5.42 Sch Avg: 5.15

EAE 6950 Independent Study Credits 3, Evals Processed: N/A

Too few responses

**SU 2017**

EAE 6950 Independent Study Credits 3, Evals Processed: N/A

Too few responses

**Spring 2017**

EAE 3690-001 - Concept Art for Games, Credits 3, Evals Processed: 11

I7: 5.66 Sch Avg: 5.31      15: 5.75 Sch Avg: 5.21

EAE 3695-001 - Concept Art II, Credits 3, Evals Processed: 11

I7: 5.66 Sch Avg: 5.31      15: 5.75 Sch Avg: 5.22

EAE 6010-001 - Virtual Worlds, Credits 3, Evals Processed: 16

I7: 5.44 Sch Avg: 5.25      15: 5.2 Sch Avg: 5.09

EAE 6230-001 - Game Arts IV, Credits 3, Evals Processed: 5

I7: 5.76 Sch Avg: 5.31      15: 5.81 Sch Avg: 5.22

EAE 6410-001 - Game Production III, Credits 4, Evals Processed: 8

I7: 5.82 Sch Avg: 5.31      15: 4.72 Sch Avg: 5.22

EAE 6900-023 - Advanced Game Art Studio, Credits 3, Evals Processed: 7

I7: 5.71 Sch Avg: 5.31      15: 5.67 Sch Avg: 5.22

EAE 6950 - Independent Study, Credits 3, Evals Processed: N/A

Too few to process

**Fall 2016**

EAE 3600 3D Modeling Credits 3, Evals Processed: 16

I7: 5.62 Sch Avg: 5.33      15: 5.62 Sch Avg: 5.15

EAE 3620 Env. Art Games Credits 3, Evals Processed: 17

I7: 5.63 Sch Avg: 5.33      15: 5.46 Sch Avg: 5.15

EAE 3625 Env. Art Games II Credits 3, Evals Processed: 8  
I7: 5.54 Sch Avg: 5.33 15: 5.64 Sch Avg: 5.15

EAE 6120 Game Projects II Credits 4, Evals Processed: 30  
I7: 5.35 Sch Avg: 5.33 15: 4.62 Sch Avg: 5.15

EAE 6200 Game Arts I Credits 3, Evals Processed: 9  
I7: 5.48 Sch Avg: 5.33 15: 5.42 Sch Avg: 5.15

EAE 6620 Grad. Env. Art Games Credits 4, Evals Processed: 11  
I7: 5.6 Sch Avg: 5.33 15: 5.41 Sch Avg: 5.15

**Spring 2016**

EAE 6230 Game Arts IV Credits 3, Evals Processed: 5  
I7: 5.94 Sch Avg: 5.33 15: 5.94 Sch Avg: 5.09

**Fall 2015**

EAE 6200 Game Arts I Credits 3, Evals Processed: 8  
I7: 5.52 Sch Avg: 5.30 15: 5.45 Sch Avg: 5.14

**Spring 2015**

EAE 6230 Game Arts IV Credits 3, Evals Processed: 6  
I7: 5.51 Sch Avg: 5.30 15: 5.57 Sch Avg: 5.16

**Fall 2014**

EAE 6200 Game Arts I Credits 3, Evals Processed: 5  
I7: 5.97 Sch Avg: 5.27 15: 5.97 Sch Avg: 5.12

**Spring 2014**

EAE 6230 Game Arts IV Credits 3, Evals Processed: N/A  
EAE 6900 Special Topics Evals Processed: N/A

**Fall 2013**

EAE 6200 Game Arts I Credits 3, Evals Processed: 7  
I7: 5.41 Sch Avg: 5.28 15: 5.14 Sch Avg: 5.15

**Spring 2013**

FILM 6732 Game Production II Credits 3, Evals Processed: 8  
I7: 5.11 Sch Avg: 5.28 15: 4.86 Sch Avg: 5.15

**Fall 2012**

FILM 6731 Game Arts I, Evals Processed: N/A

**Spring 2012**

FILM 6733 Game Arts III, Taught as GA

**Art Institute of Salt Lake City**

**Spring 2011**

GAD214 Game Modeling  
MMA201 3D Modeling

**Winter 2011**

GAD213 Material and Lighting  
GAD218 Hard Surface and Organic Modeling

**Mount Hood Community College**

**Spring 2009**

CIS125GMB Maya 2

**Winter 2009**

CIS125GB Maya 1

## **Curriculum Development**

### **Courses Created**

#### **EAE 4900 Level Design, University of Utah 2017**

Created a undergrad course with a focus on level design, scripting, and prototyping

#### **EAE 4900 Adv. 3d Modeling, University of Utah 2017**

Created course with focus on advanced high-poly modeling techniques and workflow

#### **EAE 6900 Advanced Game Art Studio, University of Utah 2017**

Created a course with focus on studio project creation and professional presentation.

#### **EAE 6230 Game Arts IV, University of Utah 2014**

Created course with a focus on the study of branding and presentation in relation to Game Arts

#### **FILM 6733 Game Arts III, University of Utah 2014**

Created course with a focus on the study of creating game ready art using various methods

#### **CIS 125GMB Maya 2, Mt. Hood Community College 2009**

Created follow-up course with more advanced modeling and animation lectures and assignments

#### **CIS 125GB Maya 2, Mt. Hood Community College 2009**

Created an introductory course for modeling and texturing using Maya

### **Courses Restructured**

#### **EAE 6410 Game Production II, University of Utah 2013**

Restructured to create emphasis to teach game art pipeline and production to producers

#### **EAE 6200 Game Arts I, University of Utah 2012**

Restructured to create more emphasis on assignments that demonstrated basic principles of Game Asset creation in a professional pipeline

#### **GAD214 Game Modeling, Ai Salt Lake City 2011**

Restructured and update course work to match industry pipeline and structure

#### **MMA201 3D Modeling, Ai Salt Lake City 2011**

Restructured and update course work to match industry pipeline and structure

#### **GAD213 Material and Lighting, Ai Salt Lake City 2011**

Restructured and update course work to match industry pipeline and structure

#### **GAD218 Hard Surface and Organic Modeling, Ai Salt Lake City 2011**

Restructured and update course work to match industry pipeline and structure

## **Faculty Development**

GDC San Francisco 2018

TwitchCon Long Beach 2017

GDC San Francisco 2017  
TwitchCon San Diego 2016  
GDC San Francisco 2015  
GDC San Francisco 2009  
GDC San Francisco 2008

## **Service**

- Judge and chair for UofU student game selection for Intel competition at GDC
- Advised group of fifteen graduate student level designers in collaboration with Ubisoft to create community levels to ship in AAA title
- Industry professional recruitment, 06/01/15-Present Department Service  
Recommended Art Director, Principal Artist, Level Designer, and Cinematic Artist who were hired to teach classes at the U of U
- Recommended replacement who was hired as Lead Game Design Instructor at Mt. Hood

## **Research Group Activity and Professional Memberships**

Member IGDA - Salt Lake City Chapter  
Member 3D Total  
Created public Facebook Group for weekly texture practice  
Created Twitch Channel for Game Art

## **Honors/ Awards**

Top Teachers Award, University of Utah 2016 - undergrad  
Top Teachers Award, University of Utah 2017 - undergrad & graduate  
Top Undergrad & Graduate Game Design Programs- Princeton Review, 2017  
    #3 Entertainment Arts and Engineering, University of Utah  
    #3 Master Game Studio, University of Utah  
Top Undergrad & Graduate Game Design Programs - Princeton Review, 2016  
    #1 Entertainment Arts and Engineering, University of Utah  
    #3 Master Game Studio, University of Utah  
Top Undergrad & Graduate Game Design Programs - Princeton Review, 2015  
    #2 Entertainment Arts and Engineering, University of Utah  
    #1 Master Game Studio, University of Utah  
Top Undergrad & Graduate Game Design Programs - Princeton Review, 2014  
    #2 Entertainment Arts and Engineering, University of Utah  
    #4 Master Game Studio, University of Utah  
Disney Infinity Named #1 Connect Toy of the Year - TOTY - February 2016  
Disney Infinity 3.0 "Best Family Game" BAFTA, 03/16/2016  
Disney Infinity 3.0 "Favorite Video Game" Kids Choice Awards, USA, 03/16/2016  
Disney Infinity 2.0 Nominated for "Best Family Game of the Year" D.I.C.E., 03/18/2015  
Disney Infinity 2.0 Nominated "Best of E3" E3, 03/03/2015  
Disney Infinity Nominated "Favorite Video Game" Kids' Choice Awards, USA, 01/01/2014  
Disney Infinity Nominated "Game, Original Family" NAVGTR Awards, 01/01/2014  
Disney Infinity Nominated "BAFTA Kids' Vote - Game" BAFTA, 01/01/2014  
Disney Infinity Nominated "Game Engineering" NAVGTR Awards, 01/01/2014

## **Creative Work**

### **Disney Infinity 3.0 Toy Box Mode, 2015**

Owned Interactive toy creation for Creative Mode; Takeover Game

Level Designer and owner of 5 hub missions  
Support, update, or creation of over 3k+ new and existing toys

### **Disney Infinity 2.0 Toy Box Mode, 2014**

Design and creation of interactive toys for Brave: Forest Siege; Escape from Kynl

Level Designer for procedural Survival Mode

Created more than 70 Template Scenarios for ToyBox Mode

Designed and created 100's of new Toybox toys; maintained and updated toys from previous versions

### **Disney Infinity Incredibles Playset, 2013**

Level Designer over first fifteen minutes of gameplay

Owned platforming/traversal for playset

HQ design and creation; HQ animations; owned related missions

Alert missions; side missions; townspeople animations; challenge missions; level layout; collision; FX implementation; etc.

### **GOAT GAME, 2013**

Lead Game Artist/Designer

Created all 3D art, characters, and environments

Created concept and design as 1 of a 2 man Game Design team

Built for mobile Android and iOS

### **Cars 2: The Video Game, 2011**

Level Designer over Airport Arena and Radiator Springs Levels for Battle; Survival; Hunter; Capture the Flag

### **Toy Story 3: The Video Game, 2010**

Level Design Intern overall Bullseye, Mini Car and Dragon challenges in the Western Town Toy Box Mode Level

Layout of Steeplechase portion of the Farm Area

Environment and asset animations and asset creation

### **PS3 MMO Sony Home, 2009**

3D Environment Modeler/Texture Artist, Metaversatility

Built 3d props and avatar costumes

### **Cheerios, Trix, Raving Rabbids, M&Ms, Shredded Wheat LAIKA/house, 2008 - 2009**

CGI models and textures for Television Commercials

### **Microsoft Zombie Tech Demo, 2008**

Freelance Character modeler, 3D Central

Modeled and textured a zombie character for games

### **Canceled Circus Game, 3D Central, 2008**

Freelance Character modeler, 3D Central

Modeled and textured two circus animals to client specifications

### **Canceled Short film, 2008**

Freelance Character modeler, Whynaut Studios

Modeled the title character for a canceled short film

## **Dicentra: Video Game 2008**

Senior Team project at the Art Institute of Portland  
Creature, and 3D asset creation for Unreal game engine

## **Damnation, XBOX 360 game, 2007**

3D Modeler | Liquid Development  
Created LOD's and lightmaps to optimize existing assets

## **TECHNICAL SKILLS**

### *Autodesk Maya*

Level layout/blockout, asset creation, animation, prototyping gameplay, modeling

### *Visual Scripting*

Advanced experience using proprietary visual scripting editor similar to kismet or blueprints

### *Game Engines*

Disney's proprietary Octane engine, Unreal, Valve's Source Engine, Unity 3D

### *Other Software*

Photoshop, Zbrush, CrazyBump, Headus UV Layout, Krita, Excel, OneNote, Devtrack, xNormal, Substance

### *Traditional Media*

Painting, Drawing, Concept

## **Publications**

Olson, G. A., Lewis, C. (forthcoming) "Art and Narrative World Building for Games."

Olson, G. Bown, R. Avatars, *Assembled: The Sociotechnical Anatomy of Digital Bodies* (2017)  
Chapter 26: Perspective & Physics: The Catalyst for Playfulness

## **Grants**

### **VR Psychology Study (2018) - \$1200**

#### **Funding Agency: UofU Psychology Department**

Recruited and worked with graduate student to build a virtual reality level of the Red Butte Gardens.

### **WILDWORKS (2017) - \$21,000**

#### **Funding Agency: Wildworks Interactive**

#### **CO-PIs: Gabriel Olson and Corrinne Lewis**

Worked with local game company. I recruited the graduate student team and consulted on game design and development.

### **Play Walmart (2017) - \$17,500**

#### **Funding Agency: Walmart**

#### **PI: Roger Altizer, Co-PI: Gabriel Olson**

Worked with students to prototype and augmented reality game for Walmart

## **Media**



KSTU Fox 13 morning show, interview for National Video Game Day, Sept 12, 2017  
Twitch, Live Broadcasting

## **Graduate Students**

### **Executive Producer on Student Games**

A Walk in the Woods, May 2018  
Claw Face, May 2018  
Log Out, May 2018  
Ore, May 2018  
Action Game, May 2017  
Deliriant, May 2017  
Mega Mix, May 2017  
Wrecked: Get Your Ship Together, May 2017

### **Member of Masters Committee**

Alan Ouska, M.E.A.E., 2018  
Anda Deng, M.E.A.E., 2018  
Bryan Sorenson, M.E.A.E., 2018  
Dylan Wgnall, M.E.A.E., 2018  
Ezra Lau, M.E.A.E., 2018  
Gabriel Ford, M.E.A.E., 2018  
I-Shun Lo, M.E.A.E., 2018  
Jensen Lillywhite, M.E.A.E., 2018  
Joshua Levenson, M.E.A.E., 2018  
Lalitha Gunda, M.E.A.E., 2018  
Lulu Hedrick, M.E.A.E., 2018  
Mckensie Felix, M.E.A.E., 2018  
Nate Kemp, M.E.A.E., 2018  
Qinglin Mao, M.E.A.E., 2018  
Ruohan Tang, M.E.A.E., 2018  
Yang Li, M.E.A.E., 2018  
Kevin Anderson, M.E.A.E., 2017  
Vega Bai, M.E.A.E., 2017  
Mathew Barnes, M.E.A.E., 2017  
Jared Brunner, M.E.A.E., 2017  
Alan Chang, M.E.A.E., 2017  
Jeff Jackman, M.E.A.E., 2017  
Jamwal Utsav, M.E.A.E., 2017  
Cody Lee, M.E.A.E., 2017  
Kamchai Loketkrawee, M.E.A.E., 2017  
Wesley Meek, M.E.A.E., 2017  
Tara Mleynek, M.E.A.E., 2017  
Sean Murray, M.E.A.E., 2017  
Brock Richards, M.E.A.E., 2017  
Saurabh Tanna, M.E.A.E., 2017  
Franziska Wischmann, M.E.A.E., 2017  
Chloe Zeng, M.E.A.E., 2017





