Marcus A. Cenci

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Industry Experience:

February 2008 – Present

Deep Silver: Volition - Champaign, Illinois (now working remotely from Columbus, Ohio)

▪ **Art Outsource Manager / Outsource Area Owner**

Roles & Responsibilities
Art Outsource Manager
Outsource Area Owner

As Outsource Area Owner:
- Led the formation of a Centralized Outsourcing Group within the studio including staffing, best practices, core philosophies and presentation to the studio.
- Vetted external studios through 2D and 3D art and workflow testing.
- Made recommendations to internal studio for overall and discipline specific studios to team with.

As Outsource Manager:
- Continued vetting of potential partners for future work.
- Establish strong relationships with external groups during planning, staffing and project vision discussions.
- Ramp up and help train production staff through document creation and onsite hands on meetings.
- Maintain asset creation schedule, provide feedback and guidance on quality and ensure technical requirements.
- Work alongside partners to maintain staffing and high level long term goals.

Current Project: Unannounced New Title

▪ **Associate Project Art Director**

Roles & Responsibilities
Senior Art Rep - New IP Discovery Team
Area Art Director - Saints Row IV
Outsource Art Director - Saints Row: The Third
Area Art Director - Saints Row: The Third

As an Area AD:
- Filled dual role of internal Art Director for the Environment Team while also serving as an Outsource Manager for multiple asset types with external studios.

On New IP Discovery Team:

- As the only full time art rep on the small team, day to day included idea/style/tone R&D and presentation,
  rapid prototyping (in-engine and paper design), video concept creation and external direction for contracted concept support.

Titles Shipped
Saints Row: The Third
Saints Row IV

▪ Project Manager

Roles & Responsibilities
Lead Project Manager - Central Core Technology Group
Lead Project Manager - Unannounced Title (postponed)
Project Manager - Red Faction: Guerrilla

On the Central Tech Group:
- Managed a centralized team of senior programmers and artists within the studio that provided proprietary engine
  and artist tool development to multiple game dev teams within the studio

As part of the game teams:
- Managed artists, tech artists and programmers as part of area focused sub-teams during full cycle production.

Titles Shipped
Red Faction: Guerrilla
Red Faction: Armageddon

February 2002 – February 2008

Electronic Arts: Tiburon - Maitland, Florida

▪ Development Manager *(Production Manager)*

Role & Responsibilities
- Responsible for the daily organization of a large centralized environment team that shipped multiple titles on multiple platforms per year.
- Mentoring and career development of senior and junior team members.
- Developed the creation and delivery schedule of game assets
- Worked alongside art direction to maintain quality within game teams and external outsource partners.

Titles Shipped
Madden NFL 07
NCAA 08
Madden NFL 08
NFL Tour
Madden NFL 09
NCAA Football 09
NFL Head Coach 09

▪ Lead Environment Artist

Role & Responsibilities

- Lead Environment Artist for the Madden NFL and NCAA Football game titles.
- Oversaw team of environment artists in daily organization and planning
- Created Game Assets

Titles Shipped
Madden NFL 2004
NCAA Football 2004
Madden NFL 2005
NCAA Football 2005
Madden NFL 06
NCAA Football 07

▪ Environment Artist

Role & Responsibilities
- Environment Artist for the Madden NFL and NCAA game titles
- Created Game Assets

Titles Shipped
Madden NFL 2003
NCAA Football 2003

Educational Background:
The Art Institute of Pittsburgh, Pittsburgh, Pennsylvania
Bachelor of Science in Computer Animation and Multimedia Design

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