

Royal Winchester

Technical Art Director

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Microsoft Principal Tech Art Director: (Jan 2014 – present)
ISS Console R&D NUI, Redmond, WA
Creative lead developing highend samples and demos to evangelize NUI technology and guide developers in the use of NUI technical features.

Microsoft Principal Tech Art Director : (Mar 2009 – Jan 2014)
Startup Business Group, Redmond, WA
Technical art prototyping for Tuscany, Siena and Kent teams, Strategic Prototyping team, and Analog Labs. Led Pipeline development for Avatar Kinect, HD Avatar investigation for Kent, designed facial animation system for Xbox Avatars, camera framing algorithm for Avatar Kinect in C++, created all assets and some tech for HD face tracking on Durango. Worked closely with Rare to integrate as key feature in Kinect Sports Rivals, which shipped in 2014.

Microsoft Art Director : (Sep 2008 – Mar 2009)
ACES GAME Studio MGS, Redmond, WA
Creative lead of Studio, managed Technical Art, environment art, characters and animation, user experience, and pipeline development. Led a team of 40+ artists, PMs, and UX design.

Microsoft Technical Art Director : (Jun 2006 – Sep 2008)
ACES GAME Studio, MGS, Redmond, WA
Evaluated new technology, developed visual targets, troubleshoot technical issues, informed new feature work, developed and improved pipeline and artist tools. Built and managed a team of four technical artists.

Chair, Digital Art Department : (Aug 2002 – Jun 2006)
Digipen Institute of Technology, Redmond, WA
Course instruction, curriculum development.

Production Artist : (May 2001 – Aug 2002)
Sierra Online, Bellevue, WA
Level art, character setup, tech art, mel scripting.

Freelance Designer : (Nov 1998 – Aug 2002)

Pilot, USAF: (Oct 1989 – Dec 1999)
Kadena AB, Japan and Travis AFB, CA
F-15 Eagle, C-141, Aircraft Commander, Flight Commander.

Physicist : (Jun 1986 – Oct 1989)
Air Force Weapons Lab, Albuquerque, NM
Strategic Defense Initiative, laser tracking and pointing systems. Program management, software development, research.

Founding Board Member of *Digital Art Guild*, Redmond, WA
Program Advisory Council for DigiPen BFA
Program Advisory Council for DigiPen MFA
Program Advisory Council for Bellevue Community College
Consultant for BFA program by Academy Award winning animator Tony White
Program consultant for CG for Hogeschule West Flanderen, BE
AutoDesk Certified Trainer

AAA 3D Animation : Apr 2002
DigiPen Institute of Technology,
Valedictorian

BS Physics : May 1986
Purdue University, IN

2 Gold Stars, 3 solo patents, 2 joint patents
SBG “Making others better” award
F-15 “Top Gun”
Contributer/ reviewer for 5 books on CG