

# Brian Wanamaker

Project Director

brian@yukes.co.jp

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## Summary

Game developer with thirteen years of experience, from Art Lead to Art Director to Corporate Director.

Interested in pro-active problem solving in product development, internationalized product development, and intelligent scheduling. Oh, and all the creative stuff.

## Specialties

Bilingual in English and Japanese, with an emphasis in the jargon of software development and a sometimes unfortunate tendency to drop into Kansai dialect. Understanding of MS, NOA, and SCE guidelines, as well as differences between American and Japanese business methods.

Adaptable, technically adept, and knowledgeable of most applications and common pipelines used in the production of entertainment software.

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## Experience

### **Project Director at Yuke's Co., Ltd.**

July 2001 - Present (6 years 5 months)

Management of internal and external development teams, and both local and outsourced defect-tracking management. Oversee localization efforts and submission process, including adherence to publisher technical requirements.

Project Director:

TBA current-gen title (360, PS3)

Project Manager:

"D1 Grand Prix" (PS2, 2006) licensed game project management, including design of added Tutorial mode, user interface redesign, internationalized music, and vehicle licensing contract negotiation.

Localization:

"Disney's Haunted Mansion" (PS2, 2005): Localized to Japanese, as-scheduled, on-time for synchronous launch with movie's Japanese premiere.

"Disney/Pixar's Finding Nemo" (PS2, NGC, GBA; 2004) Localized 3 Japanese SKUs simultaneously, including publisher and rights-holder approvals, for synchronous launch with the movie's Japanese premiere.

Art Director:

"WrestleMania XIX" (NGC, 2003)

"WrestleMania X8" (NGC, 2002)

*1 recommendation available upon request*

### **Lead Artist at Midway Games**

April 2000 - June 2001 (1 year 3 months)

"Joust" (Playstation 2). Managed team of 7 artists, set style, developed art pipeline - including source control, researched technology, and produced art. (canceled)

### **Senior Artist at Namco**

January 1998 - November 1999 (1 year 11 months)

"Pac-Man World" (PS1, 1999) 3D modeled game worlds, texture painting, texture mapping, texture animation, lighting, and concept artwork for all stages.

*3 recommendations available upon request*

### **Digital Artist at Xulu Entertainment**

October 1997 - December 1997 (3 months)

Created photorealistic textures of alien architecture for location-based entertainment center.

### **Lead Artist at Accolade**

January 1996 - October 1997 (1 year 10 months)

"Jack Nicklaus 4" (1997, PC) Managed team of four artists.

"Paradise" (PC, canceled) Deity-simulation MMORPG

*3 recommendations available upon request*

### **Art Director at Inverse Ink / TAO Media**

November 1994 - November 1995 (1 year 1 month)

"Reflux" (PC, 1995) Managed a team of five artists for the production of interactive CD-ROM comic book series. Oversaw all aspects of production, including cel animation, morphing animation, coloring, type treatment, palette management, and overall production design of the product. Lead artist (pencils and inks) on original paneling, keyframe cel drawing, and rotoscoping of digital video panels.

*2 recommendations available upon request*

### **Designer at O'Neill Sportswear**

February 1991 - March 1993 (2 years 2 months)

Product logo, T-shirt, catalog, and advertisement design, wetsuit and accessory illustration. Trained O'FX design team in the use of graphics software.

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## Education

### **University of California, Santa Cruz**

BA, Fine Art, 1988 - 1991

### **California State University-Long Beach**

BA, Design, Literature, 1987 - 1988

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## 9 people have recommended Brian

"Brian was a versatile, and well-liked Lead Artist at Accolade who brought new ideas and techniques to the studio."

— **Lee Petty**, *Lead Artist, Accolade*, worked with Brian at Accolade

"Brian is a talented artist with a wide range of experience and ability. As a manager, Brian was very direct, honest and provided timely feedback and insight on my work."

— **Lee Petty**, *Artist/Animator, Inverse Ink*, reported to Brian at Inverse Ink / TAO Media

"I worked directly with Brian at Namco Hometek and it was a pleasure because of his incredible artistic talents along with his high degree of professionalism. Brian takes great pride in his work and is a stand-up guy. I'll work with this man again any day."

— **Vince Joly**, *Lead Artist, Namco*, worked directly with Brian at Namco

"I have learned a lot from watching Brian as a manager. He is fantastic at leading a team of creative types. He uses his dry wit mixed with a wicked sense of humor and balanced center to pull out the creative passions of those around him, yet manages to keep the project on schedule, and on budget. Brian is one of those people that is able to accomplish those things that seem to be impossible. In addition to his incredible skills as a manager and project driver, Brian is a gifted artist. He has a strong style based on his personal interests in games, comics, animation, anatomy, and human nature. I have had the great fortune to work alongside Brian at 3 different companies in the past, and would work with him again in a heart beat. He is one of the best people I've ever worked with."

— **Heather Capelli**, *Lead Artist, Accolade*, worked directly with Brian at Accolade

"Brian is a creative powerhouse who will reward any manager wise enough to tap into his passion and out-of-the-box thinking. His wide range of interests, high standards for enjoyability and originality, and aesthetic talent combine to make him a valuable developer, and a strong builder of team momentum. I highly recommend him."

— **Matthew Ford**, *Designer/Producer, Accolade*, managed Brian at Accolade

"Brian is an excellent artist, interesting guy and manages others well. He is very detailed oriented and truly cares about his work."

— **Gretchen Turzo**, *Senior Account Manager, Ask Jeeves*, worked directly with Brian at Inverse Ink / TAO Media

"Brian was a hero on Pacman World. He was one of the few people who truly understood how valuable it was for the team to pull together into a cohesive unit, and he went far above and beyond the call of duty to support the core team and do more than his fair share as we reinvented the game. I know it cost him dearly to sacrifice for the game and the team, but it has earned him my undying respect and allegiance, both personal and professional."

— **Hardy LeBel**, *Senior Game Designer - PACMAN WORLD, Namco Hometek*, worked with Brian at Namco

"Hard worker, talented 2D and 3D artist, fluent in Japanese, genuinely nice guy. If I were building a "super game production team" of talented individuals, I'd make darn sure that Brian Wanamaker was a part of it."

— **Scott Rogers**, *Associate Producer/Lead Game Designer/Writer, Namco Hometek*, worked with Brian at Namco

"Brian consistently brings invaluable insight into the development process, working hard to make a better and more productive environment for those who have worked with and for him. Through his keen understanding of business and cultural issues, he has brokered several key business arrangements. Brian also is a top quality professional artist. I recommend him highly."

— **Mike Acton**, *Sr. Architect, Highmoon Studios*, worked with Brian at Yuke's Co., Ltd.

[Contact Brian on LinkedIn](#)