



Don Toledo

Art Director | 3D Artist

E-MAIL
dtoledo@gmail.com

MOBILE
647.709.1278

LINKEDIN
linkedin.com/in/thedontoledo

ARTSTATION
dontoledo.artstation.com

WEBSITE
dv8bit.com

PROFILE

Art Director with **20+ years of experience** across PC, mobile and console games. Led teams on titles for Disney, Nickelodeon, NCSOFT, and Konami. Skilled in stylized visuals, UX, visual identity, and efficient art pipelines.

GOALS

- Create engaging games with memorable player experiences
- Design compelling characters, worlds, and narratives for interactive media
- Grow as an Art Director while collaborating to elevate team skills and project quality

HARD SKILLS

- 2D and 3D art production and performance optimization across major platforms
- Expertise in Unity and Unreal Engine art pipeline integration
- Deep knowledge of art production tools and pipeline troubleshooting

SOFT SKILLS

- Effective team leadership and mentorship to drive creative excellence
- Clear communication of complex workflows and creative vision
- Ensuring quality, alignment, and adaptability for engaging player experiences



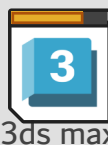
ART TOOLS



ZBrush



Blender



3ds max



Maya



Photoshop



Photo



CSP



Illustrator



Designer



Publisher



Figma

DEV TOOLS



Unity



Unreal



Jira



Confluence

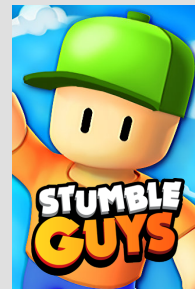
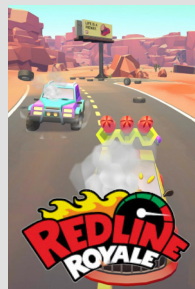


SourceTree



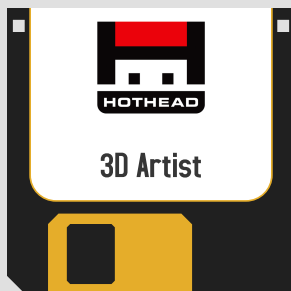
Git

EXPERIENCE



2021 - Present Room 8 Group - Art Director

- Direct, manage and oversee multiple art development projects for mobile, console, and PC platforms
- Plan, Review, and communicate between departments to maintain visual direction and style
- Develop and document visual guides and art direction documents
- Build, mentor, and support art teams and leads across disciplines



2020 - 2021 Hothead Games - 3D Artist

- Collaborated remotely to develop 3D assets, animations and VFX in Unity
- Produced UI and marketing visuals through rendering and compositing



2015 - 2018 Lightning Rod Games - Art Director

- Remotely led technical and creative art direction
- Produced game-ready 3D assets and scenes for Unity
- Developed custom Unity shaders, lighting, and post-processing effects



2013 - 2015 Gameloft Toronto - Lead 3D Character Artist

- Led character team on **Disney Magic Kingdoms** (iOS/Android)
- Managed schedules and team deliverables aligning with producers and directors
- Produced 3D characters and textures, maintaining style and engine requirements

EXPERIENCE (cont'd)



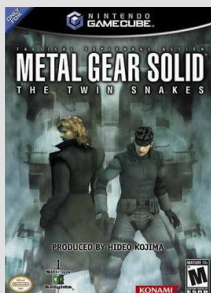
2011 - 2012 Paragon Studios - Character Artist

- Produced 3D characters and full sets of 3D costumes and accessories for **City of Heroes: Freedom** (PC)
- Updated legacy and new assets using modern tools and techniques to match the revised art style and 3D engine requirements
- Coordinated with producers, managers, and community for feedback and future content planning



2010 - 2011 Ganz Interactive - 3D Artist

- Developed character and environment assets for multiple running projects for PC and web browsers
- Full 3D asset production pipeline from concept to render and integration, as per project direction



2003 - 2009 Silicon Knights - Lead Character Artist

- Created characters, textures, rigs, and animations for **Metal Gear Solid: The Twin Snakes** (GameCube)
- Managed character teams, coordinated schedules, and supported technical art for **Too Human** and other unreleased **Xbox 360** prototypes
- Collaborated with directors to design and review art style and direction

EDUCATION | CERTIFICATIONS

- **2002** 3D Digital Animation - Maya - Seneca College, Toronto, Ontario
- **2001** 3D for Design and Architectural Professionals Post-Diploma (Honors) - Humber College, Toronto, Ontario
- **2001** 3D Modeling and Animation - Humber College, Toronto, Ontario
- **2000** Computer Programming - Humber College, Toronto, Ontario