
Summary

I am an artist currently working in the industry specialising in environment art, specifically high to low poly modeling, level meshing, lighting, texturing and shader creation. I am always looking to be challenged by what I do and want to continue to grow in my specialities while expanding into other areas of game art and development.

Skills

High Poly Modeling	Luxology Modo
Low Poly Modeling	Autodesk Maya
UV Mapping	Autodesk 3ds Max
Texture Baking	PhotoShop
Photorealistic and Stylised Texture Painting	zBrush
Physically Based and Stylised Shader Creation	Unreal Engine 3 4
Lighting/Post-Processing	World Machine
Meshing	xNormal

Experience

Epic Games | **Environment Artist** April 2011 - Present

Gears of War III : Raam's Shadow

Worked closely with the level designers creating High Poly and Low Poly environment models emphasising versatility and efficiency (memory usage/unique object count and texture resolution) using a modular workflow. Made various props and foliage for use in both Single Player and Multiplayer levels.

Gears of War : Judgment

Responsible for Meshing, Lighting and Modeling single player levels creating new modular sets which could be used across a variety of levels to maximise efficiency and speed. Worked closely with level design on 2 Multiplayer maps, meshing, lighting and modeling one from its inception (MP_Haven) and reworked another by re-lighting and re-meshing (MP_Rampart).

Unreal Engine 4: Elemental Demo

Part of a team of 11 people across different disciplines working closely together to create a visual demo while learning a new engine with a Physically Based pipeline and providing feedback to the engine team. Responsible for Modeling and Meshing while contributing to Texturing, creating Materials, Effects, Matinees, Interactive Portion Level Design and Lighting while working closely with Art Direction and Cinematics.

Unreal Engine 4: Infiltrator Demo

Part of a team of around 20 people across different disciplines. Responsible for Modeling, Meshing and Layout of the city portion working closely with 3 other environment artist. Contributed heavily to Texturing, creating Materials and Lighting/Post while working closely with art direction to establish an art style and prototyping a variety of techniques, workflow ideas and architecture styles.

Unannounced Title

Responsible for High Poly/Low Poly modeling, Terrain generation, Lighting, Meshing, Creating Tileable Textures and Generating Materials while working closely with art direction to establish an art style and prototyping a variety of techniques, workflow ideas and environment art styles.

Education

Ex'pression College, San Francisco | **Game Art and Design** 2008-2011

References

Contact via mail for more References.