

Phillip Bailey

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Professional objective:

To pursue a responsible and challenging position in the game industry as a 3d modeler and texture artist.

Education:

The Art Institute of Dallas, Dallas, TX
Bachelor of Fine Arts in Media Arts and Animation

Software:

- Modo; 3d Studio Max; Zbrush; 3d Coat; World Machine; Photoshop; Crazy Bump; Id Tech 5

Employment History:

Id Software Jan 2010 - Present

- July 2012 - Present

Environment Artist for unannounced and Wolfenstein

Wolfenstein.

Travel offsite and train Machine Games' Environment Artists in Sweden to use Id Tech 5's Megatexture editor stamping.

Assist Machine Games locally in providing hardsurface props, terrain assets, world building and lighting.

Unannounced.

Terrain asset creation and texture.

Hardsurface asset creation and texture.

World building and lighting.

- Sep 2011 - June 2012

Megatexture Artist and Environment Artist for the Rage DLC team

Polish Rage DLC environments.

Terrain asset creation and texture.

Hardsurface asset creation and texture.

World building and lighting.

- Jan 2010 - Oct 2011

Lead Megatexture Artist for the Rage team

Lead, art direct, task and train a team of 5 wonderful artists in Id Tech 5's highlight key feature the Megatexture editor.

Polish a huge majority of Rage's single player environments;

Polish includes; adding insane amounts of environment texture detail, reorganizing scene's light composition and foliage application.

Collaborate with Senior Environment Artists and Designers to visually enhance scene composition, game play and player paths.

Work along side the tools team programmers in collaborative efforts to develop tools and pipeline for Idtech 5.

