JOHN SMITH

**Senior Environment Artist**

# EXPERIENCE

## 3D ART SOLUTIONS INC.

Senior Environment Artist

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**San Francisco, CA**

Oct 2020 – Present San Francisco, CA

Led the environment design team of 12 in crafting AAA game worlds for two major titles, enhancing immersive player experiences by 40%.

Mentored junior artists, reducing onboarding time by 30%, and created best practice guides for texture and UV workflow. Spearheaded the integration of new rendering technology, cutting rendering times by 15% and improving asset quality in final game builds.

## VIRTUAL REALITIES STUDIO

3D Artist

Jun 2018 – Sep 2020

Austin, TX

Developed workflows in Substance Painter to streamline asset creation, reducing texture production time by 20%. Led the redesign of a key in-game environment, which resulted in a 35% increase in user engagement and session time.

Assisted in the creation of procedural textures that enhanced the realism of game environments while maintaining engine performance.

## ARTTECH STUDIOS

Junior 3D Artist

Jul 201C – May 2018

San Francisco, CA

Assisted senior artists in the development of environment art for multiple projects, contributing several key game levels. Managed the creation of modular assets, improving pipeline efficiency and ensuring consistent quality across all levels. Worked closely with the QA team to identify and resolve asset-related bugs, reducing environment-related issues by 20%.

# EDUCATION

University of Game Arts

Bachelor of Fine Arts in 3D Art and Design

San Francisco, CA

May 201C

Honors: Graduated with distinction, awarded “Outstanding 3D Art Student of the Year”

Leadership: Founder of the University Game Development Club, organizing workshops and talks by industry professionals

# OTHER

 Technical skills: Maya, Substance Painter, ZBrush, Photoshop, Unreal Engine, Marmoset Toolbag

 Languages: English (fluent), Spanish (intermediate)

 Certifications: Unity certified 3D artist (2020), Certified Substance Painter specialist (2021)

 Awards: “Best Environment Artist” at the Annual Game Art Expo (2022)