

Javier Perez
Senior Environment Artist
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Summary:

Six plus years creating game ready Environments. Solid knowledge in art, both 3D and traditional. Strong communicator with hard working ethics and excellent time management skills. Proven ability to follow directions effectively with a team environment, and adjust to new situations and itineraries.

Software Knowledge:

Maya	3ds Max	Substance Designer
UE4	Quixel Suite	Unity
Zbrush	Photoshop	xNormal
Hansoft	Perforce	Marmoset Toolbag
High Poly Modeling	AO & Normal Baking	Physically Based Texturing

Education:

The Art Institute of California - San Diego	San Diego, CA
Game Art & Design	09/2012

Creative Experience:

Redemption Games	San Diego, CA
Environment Artist	02/2016 to Present

- Utilized Unity to art environments from designer block out to final art quality
- Created world materials using substance designer, photoshop, and zbrush
- Worked closely with tech artists to ensure mobile budget was maintained

Infinity Ward	Woodland Hills, CA
Environment Artist	04/2015 to 02/2016

- Utilized Radiant to art single player environments from designer block out to final art quality
- Worked closely with designers to ensure design decisions were maintained while arting areas
- Utilized Quixel Suite to create new textures for depot
- Created Jira tasks for outsourced, and internal prop requests needed for areas
- Delivered feedback to props requests ensuring quality bar was maintained

Kojima Productions	Los Angeles, CA
Environment Artist	12/2013 to 04/2015

- Utilized the Fox Engine to sculpt, material paint, and object brush multiplayer maps
- Kept track of asset lists to ensure memory budgets were optimized for target platforms
- Modeled and textured assets from designer blockouts for look development
- Teamed up with designer to prototype and build new levels
- Participated in weekly standup meetings

Zindagi Games	Camarillo, CA
Environment Artist	04/2013 to 12/2013

- Built environments from designer blockout levels to final art quality
- Utilized Mari to create Albedo, Specular, and Roughness maps using Zindagis physically based shaders
- Utilized Zindagis Zengine to set dress, and light environments
- Fixed purchased models with correct textures, and geometry to be used in the pipeline
- Created collision, and applied correct surface types for existing models

Sony Online Entertainment	San Diego, CA
Environment Artist	10/2011 to 04/2013

- Modeled, sculpted and textured hard surface and organic assets for Planetside 2
- Ensured that the quality bar established by the Art Director and Lead Artists was maintained
- Utilized Planetside 2 Terrain Editor to sculpt, paint ecosystems, and place objects for game flow