

**Javier Perez**  
**Senior Environment Artist**  
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**www.meshmodeler.com**

**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
Jira	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:**

Intrepid Studios	San Diego, CA
<b>Senior Environment Artist</b>	08/2017 to Present

- Utilized UE4 to art open world environments from designer block out to final art quality.
- Constructing shaders using substance designer to be used by the modeling team.
- Working with programmers to support development of new systems and techniques

Redemption Games	Carlsbad, CA
<b>Environment Artist</b>	02/2016 to 07/2017

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

Activision/Infinity Ward	Woodland Hills, CA
<b>Environment Artist</b>	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
<b>Environment Artist</b>	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

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

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