

Alex Haworth, Environment Artist

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skills

- 3ds Max and Maya
- ZBrush
- Photoshop
- Hard Surface and Organic modeling
- UV and Texturing
- Environment sculpting and retopologizing
- Multi-pass shaders including: normal, parallax / height, emissive, and diffuse maps
- Optimizing game models and textures, creating LODs
- Extensive Unreal Editor, Cry Engine and Radiant experience

experience

Sledgehammer Games

Environment Artist
(Nov 10 – Current)

Call of Duty: Modern Warfare 3

- Model, texture and set dress modern style environments
- Model, sculpt and texture props

Paragon Studios

Environment Artist
(Jan 10 – Nov 10)

Unannounced Next-Gen MMO

- Model, sculpt and texture for a next gen (DirectX 11) MMO prototype

City of Heroes: Going Rogue

- Model and texture modular building pieces and props
- Design and build environment layouts for multiple new city zones
- Design and build modular map pieces

Ignition Entertainment

Lead Environment Artist
(May 09 - Nov 09)

Unannounced Unreal FPS

- Coordinate with Art Director and other leads in environment design and creation
- Build white box geometry for outsourcing
- Delegate tasks to environment team

Ignition Entertainment

Environment Artist
(Oct 08 - April 09)

Unannounced Unreal FPS

- Model, sculpt and texture sci-fi/gothic style environments
- Work with Lead to block out and populate levels based from concept

Liquid Development

3D Artist
(Oct 07 – May 08)

Damnation (Xbox 360, PS3, PC)

- Model and texture urban environment assets
- Integrate game assets into the Unreal 3 engine
- Create LODs, collisions and light maps

education

The Art Institute of Portland, OR (2004 – 2008)
Bachelor of Science in Game Art & Design
Graduated September, 2008