

Alex J. Haworth

Environment Technical Artist

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[linkedin.com/in/ajhaworth](https://www.linkedin.com/in/ajhaworth)

Creating immersive environments for over 18 years, bridging art and technology across indie, mid-sized, and AAA productions

skills

- **Environment Art** – environment development from conception to shipping, worldbuilding, layout, composition, modeling, modular design, texturing
- **Technical Artistry** – shader and material development, node-based workflows, lighting, custom Houdini tools, and pipeline integration
- **Procedural Workflows** – parametric modeling, rule-based world-building, optimized content generation, scattering systems, USD/Solaris
- **Optimization** – environment and asset optimization workflows, geometry reduction, material and lighting efficiency, texel density management

tools

- **Blender, Modo, 3ds Max, Maya**
- **Unreal 4, Unity**
- **Houdini**
- **Substance Designer, Painter**
- **ZBrush**
- **Photoshop**
- **Claude Code, Codex, Stable Diffusion**

education

The Art Institute of Portland

2004-2008

Bachelor of Science in Game Art & Design,

Apple

Dec 2017 - Current

Apple Vision Pro

Principle Environment Technical Artist

Impulse Gear

Feb 2016 - Dec 2017

Farpoint (Playstation VR)

Senior Environment Artist

Electronic Arts

Aug 2015 - Feb 2016

Battlefield Hardline

Senior Environment Artist

Thekla

Jun 2013 - Feb 2015

The Witness

Senior Environment Artist

Sledgehammer Games

Nov 2010 - Nov 2011, Sep 2012 - May 2013

Call of Duty: Advanced Warfare

Call of Duty: MW3

Senior Environment Artist

343 Industries

Nov 2011 - Aug 2012

Halo 4

Environment Artist

Paragon Studios

Jan 2010 - Nov 2010

City of Heroes: Going Rogue

Environment Artist

Ignition Entertainment

Oct 2008 - Nov 2009

Unreal FPS

Environment Artist

Liquid Development

Oct 2007 - May 2008

Damnation

Environment Artist