www.ajhaworth.com

alex@ajhaworth.com

Alex Haworth
Technical Environment Artist

skills

- High to low poly modeling and sculpting

- Modular workflow for level design

- Photo-realistic procedural textures and advanced shader creation in Unreal

- Procedural modeling (Houdini)

- Extensive experience building environments from conception to ship

- World-building, set-dressing & scene composition

- Optimizing game models, materials, and LODs

- Preparing proxy geometry for outsourcing and providing feedback and approval

- Content management for streaming/visibility, asset compilation/dependency, and performance/memory analysis

tools

- Blender / Modo / 3ds Max
- Unreal 4
- Houdini
- Substance Designer/Painter
- ZBrush
- Photoshop
- World Machine

Apple
Technical Artist
Dec 2017 - Current

Apple Vision Pro
Designing and developing proprietary art tools and pipelines using Houdini, runtime and offline renderers, creating assets, shaders, lighting and scene layouts

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Impulse Gear
Senior Environment Artist
Feb 2016 - Dec 2017

Farpoint (Playstation VR)
Modeling, Texturing, World-Building, Designing for single player, multiplayer, and cinematic cut scenes for a Playstation VR FPS exclusive using Unreal 4

Electronic Arts
Senior Environment Artist
Aug 2015 - Feb 2016
(contract)

Battlefield Hardline Premium
(PS4/XBO/ PC)
Modeling, Texturing, World-Building, Managing outsourcing for multiplayer maps for DLC

Thekla
Senior Environment Artist
Jun 2013 - Feb 2015
(contract)

The Witness (PS4/PC)
Modeling, Texturing, Designing, World-Building environments from block-out to ship for an open-world puzzle game

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Sledgehammer Games
Senior Environment Artist
Sep 2012 - May 2013
Nov 2010 - Nov 2011
(contract)

COD: Advanced Warfare
(PS4/XBO/PC)

COD: MW3 (PS3/X360/PC)
Modeling, Texturing, World-Building modern environment art and props with a PBR game engine

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343 Industries
Environment Artist
Nov 2011 - Aug 2012
(contract)

Halo 4 (X360)
Modeling, Texturing, Set-Dressing science fiction environment art for multiplayer

education

The Art Institute of Portland
Bachelor of Science in Game Art &
Design, 2004-2008

projects continued

Paragon Studios
Environment Artist
Jan 2010 - Nov 2010

City of Heroes: Going Rogue
(PC)

Ignition Entertainment
Environment Artist
Oct 2008 - Nov 2009

Unannounced Unreal FPS (X360/
PS3/PC)

Liquid Development
Environment Artist
Oct 2007 - May 2008
(contract)

Damnation (PS3/X360/PC)