

Zack Fowler

2D & 3D Environment Artist

Gainesville, FL 32608
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(352) 327-1877

Currently seeking a full-time, in-house position as an environment artist in the games industry.

My primary focus is in 3D environment art, although my experience has also covered level design, concept art, and team management. I have a balance of artistic and technical abilities that enables me to not only concept a scene from scratch but also get it running in real time 3D efficiently, and even set it up with scripted events. New programs and techniques come quickly to me and I can work equally well either as part of a highly integrated team or on my own with minimal direction. Additionally, my analytical skills and extensive catalog of played games have greatly developed my understanding of game design.

Specialties

- Environment and prop concept art
- Both organic and hard-surface high-poly 3D modeling
- Optimized game-resolution 3D meshes
- Both photorealistic and painterly textures
- Custom shaders / materials (including animation)
- Environment lighting

Additional Skills

- Event scripting via Kismet in UE3
- Particle VFX
- Basic animation and rigging

Software

Photoshop, 3DS MAX, Zbrush, Unreal Engine 3

Experience

Lead Environment Artist at Ignition Florida

April 2008 – May 2009 (1 year 2 months)

During my time at Ignition Florida I worked on an unannounced sci-fi PC\360\PS3 FPS that used a heavily modified version of Unreal Engine 3. I began as a Texture Artist but was promoted to Lead Environment Artist within two months of starting. My work included:

- Management of 7 in-house artists and up to 15 outsourced artists
- Working closely with the Art Director on designing, prototyping, populating, and lighting level environments
- Creating benchmark-setting assets and accompanying tutorials
- Establishing environment art pipelines, naming conventions, technical standards and processes, and asset tracking systems

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Level Designer at Artificial Studios

May 2006 – October 2007 (1 year 6 months)

While at Artificial I worked on Monster Madness: Battle for Suburbia, a shipped Xbox 360 and PC title that ran on Unreal Engine 3 and was later ported to PS3. My work on this project included:

- Level layout, population, and lighting
- Environment asset design, modeling and texturing
- Level event planning and scripting
- Miscellaneous character work such as rigging and animations

References

Mark Dedecker
(323) 316-0347
<http://www.monkeymuscle.blogspot.com/>

JP Targete
(818) 324-0959
<http://www.targeteart.com/>