

# Zack Fowler

## Environment & Prop Artist

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(352) 327-1877

*Last updated October 2009*

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/>