Blake Bjerke

3D Environment Artist

BlakeBjerke@gmail.com
www.BlakeBjerke.com
480-272-3099

Technical Abilities

Skills

-High Poly Modeling
-Low Poly Modeling
-UV Mapping/Baking
-Texturing
-PBR Workflow
-Lighting
-UE4 Blueprints

Software

-3D Studio Max
-Photoshop
-Unreal Engine 4
-ZBrush
-XNormal
-Substance Designer
-Substance Painter

Work Experience

Cyan, Inc **Environment Artist** **March 2015-March 2018**

Obduction - Shipped title for PC, Mac, Oculus Rift, Vive, and PS4

-Blocked out gameplay areas within the engine to test pathing and gameplay flow
-Helped develop the visual aesthetic of the heavy machinery in the Kaptar (chain cliffs) world
-Developed the 3D workflow for the creation of the buildings in the Maray (swamp) world.
-Modeled and textured environmental assets and implemented them into Unreal Engine 4
-Rigged and animated hard surface mechanisms and implemented them into Unreal Blueprints
-Used a proprietary level streaming system to place streaming zone regions for the three main game worlds, as well as set the level data within each zone
-Set dressed and lit various gameplay environments
-Worked with Unreal Engine 4's Blueprints system
-Was responsible for the blockout, modeling, set dressing, and lighting for the Submarine cave area PS4 exclusive content

Education

University of Advancing Technology ***Tempe, Arizona*** ***2008-2011***
-Bachelor of Arts in Game Art and Animation – Focused in 3D modeling and animation