

Jason Lavoie

Senior Environment Artist

- www.JasonLavoie.net -

London, Ontario
Canada

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Software

Focus

- 3D Max
- Substance Designer
- Unreal Engine 4
- Visual Scripting
- Photoshop
- Jira

Knowledgeable

- Unity
- Maya
- Zbrush
- Quixel Suite
- Perforce
- Hansoft

Education

Durham College
Game Design / Dev
2007-2010

Work Experience

Digital Extremes / Senior Environment Artist

August 2017 - Current

Titles Worked On - Warframe / The Amazing Eternals

- Established, researched and taught new Workflows / Pipelines
- Managed Strike Teams / supporting Leads with Task Management
- Helping with Look Dev and R&D for future Content Releases
- Worked on key Structural Assets in open world / contained levels
- Created Documentation to help update our Modular Kit Workflow

Torn Banner Studios / Environment Artist

August 2015 - August 2017

Titles Worked On - Mirage: Arcane Warfare / Unannounced Project

- Managed Strike Team for Contextual / Interactive Objects
- Level Art / Layout / Lighting on 4 maps for release
- Prototyped initial designs and animations for Context Objects
- Animated a large portion of the Context Objects
- Created documentation used for VO Script, In-Game and Loc
- Created Blueprints to help pitch ideas to be used in newer maps

Ubisoft Toronto / Model Artist

March 2014 - August 2015

Titles Worked On - Assassin's Creed: Unity / Watch Dogs 2 / Unreleased Project

- Helped establish initial approach to Store Interior construction
- Worked on example Store Interior for FP (First Playable)
- Helped ramp up Juniors and Interior Lead Artist
- Created Prop Callout sheets and Tasks for Outsourcers

Various AAA and Indie Studios / Freelance 3D Artist

- **Clients** - Capybara Games / Bosskey / Autodesk / Little Zoo Studios / Shapefarm / Unknown Worlds / Liquid Development
- **Titles** - Below / Law Breakers / Devil's Third / Hyperspace Madness / Natural Selection 2 / Firefall

Eidos Montreal / Interactive Prop Artist

July 2013 - November 2013

Titles Worked On - Deus Ex: Mankind Divided

- Created a range of interactive props to character weapons
- Created base rigs and animation sets
- Used visual scripting to create base logic for these pieces

Digital Extremes / Environment Artist

June 2010 - June 2013

Titles Worked On - Warframe / The Darkness 2 / Retro Pinball

- Helped establish workflow for modular asset / texture creation
- Helped establish the environmental look for various factions