

JENNICA DERKSEN

SENIOR ENVIRONMENT ARTIST

jennica.derksen@gmail.com
<http://www.jennicaderksen.com>

A decade of AAA studio production experience building compelling 3D environments for video games with a background in both asset creation and level layout and composition.

SKILLS & EXPERTISE

- High poly hard surface modeling and organic sculpting
- Efficient low poly modeling and UV mapping
- Stylized and realistic PBR material creation
- Modular asset and strip texture production
- World building, environmental storytelling and lighting
- Solid understanding of composition and color theory
- 3DS Max, Maya, ZBrush, World Machine, Marvelous Designer
- Photoshop, Quixel Suite, Substance Designer & Painter
- Game engine experience includes CryEngine, Unreal (UDK & UE4) and various proprietary editors.

INDUSTRY EXPERIENCE

Arkane Studios

Austin, TX (04/15-Present)

Level Architect / Environment Artist / Senior Environment Artist

Prey: Mooncrash
(2018)

- Responsible for designing and building a FPS level and maintaining it until release. This included finding visual reference, prototyping and iterating on level geometry, creating high fidelity asset proxies, set dressing as well as performance tracking and level debugging.

Prey (2017)

- Partnered with the design team to execute game ideas and to realize narrative and game play intention.
- Collaborated with the architect team to bring 3D concepts and gray box block outs to final game ready art. This included sculpting hero assets as well as creating tileables and laying out trim sheets for efficient kit-bashing.
- Developed and maintained a stylized Substance library of materials, tools and generators for other in house and outsource artists to use in an effort to promote pipeline efficiency as well help standardize our material look and feel.
- Mentored junior artists and created documentation to help clarify the asset production process for new hires and outsourcing teams.

Wolfenstein II: The New Colossus (2017)

Warframe (2013)

Digital Extremes

London, ON (09/12 – 03/15)

3D Artist

Halo 4: Champions DLC
(2013)

- Kitbashed and sculpted environment assets, weapons and vehicles for Warframe both with and without concept support. I was also responsible for generating alternate texture variants for existing assets to get more mileage out of our current content.
- Collaborated with design to compose dynamic modular rooms for use in procedural level creation. I was responsible for prop, lighting and effect passes and for outdoor sets I would sculpt and paint terrain textures.
- Worked with a small team to convert the entirety of the existing art assets to PBR specifications and to set up a new texturing pipeline using Substance.
- Created armor skins and the Ricochet armor set for the Halo 4 Champions DLC as well as sculpted, painted and integrated level terrain for an unreleased Halo 4 map pack.

Unreleased console title

Warhammer 40K: Dark Millennium Online

Vigil Games

Austin, TX (06/10 – 06/12)

Art Intern / Associate Environment Artist II

Darksiders 2
(2012)

- Collaborated with designers to bring blue room dungeon layouts to art alpha. I was tasked with structural, propping, lighting and effects passes to bring the design in line with the art director's vision.
- Modeled high and low poly assets, hand painting texture maps
- Kit-bashed new assets out of existing textures and models as well as created various states of destruction
- Set up and maintained our combat cover solution for our entire library of assets
- Vista set dressing in hell and earth, preliminary research into snow shaders and Argul's Tomb map layouts
- Performed optimization passes, created shadow geometry and hunted bugs

Darksiders 2: Argul's Tomb DLC
(2012)

Thor: God of Thunder (2011)

Liquid Entertainment

Pasadena, CA (05/10 – 06/10)

Contract Environment Artist

- Supported the art team by identifying and fixing bugs, creating collision meshes, game assets and materials

Unreleased console title

Spark Unlimited

Sherman Oaks, CA (10/09 – 12/09)

Art Intern

- Kit-bashed new assets out of existing textures and models as well as provided support to the environment art team for an unreleased 3rd person action console title, modeling and texturing assets as needed to further the look and feel of the level. Performed set dressing passes of both urban interior and outdoor environments.

Entropia Universe MMO (2010)

Neverdie Studios

Los Angeles, CA (07/09 – 09/09)

Environment Art Intern

EDUCATION

Art Institute of California, Los Angeles - BS, *Game Art & Design*

Claremont McKenna College - BA, *History & Legal Studies*