

**Javier Perez**  
**Senior Environment Material Artist**  
**619-316-5182**  
**Javie3D@gmail.com**  
**www.artstation.com/meshmodeler**

**Summary:**

Eight plus years creating game ready Environments. Solid knowledge in art, both 3D and traditional. Strong communicator with hard working ethics and excellent time management skills. Proven ability to follow directions effectively with a team environment, and adjust to new situations and itineraries.

**Software Knowledge:**

|                    |                    |                            |
|--------------------|--------------------|----------------------------|
| Maya               | 3ds Max            | Substance Designer         |
| UE4                | Quixel Suite       | Unity                      |
| Zbrush             | Photoshop          | xNormal                    |
| Jira               | Perforce           | Marmoset Toolbag           |
| High Poly Modeling | AO & Normal Baking | Physically Based Texturing |

**Education:**

|   |               |
|---|---------------|
| The Art Institute of California - San Diego | San Diego, CA |
| Game Art & Design                           | 09/2012       |

**Creative Experience:**

|                               |                    |
|-------------------------------|--------------------|
| Playstation VASG              | San Diego, CA      |
| <b>Senior Material Artist</b> | 02/2019 to Present |

- Create realistic game-ready physically based materials to project specifications.
- Build and maintain internal PBR material library. Assist with maintaining technical and quality standards.
- Collaborate with production artists on creating materials for in-game use.

|                                  |                    |
|----------------------------------|--------------------|
| Intrepid Studios                 | San Diego, CA      |
| <b>Senior Environment Artist</b> | 08/2017 to 02/2019 |

- Utilized UE4 to art open world environments from designer block out to final art quality.
- Constructing shaders using substance designer to be used by the modeling team.
- Working with programmers to support development of new systems and techniques

|                           |                    |
|---------------------------|--------------------|
| Redemption Games          | Carlsbad, CA       |
| <b>Environment Artist</b> | 02/2016 to 07/2017 |

- Utilized Unity to art environments from designer block out to final art quality
- Created stylized world materials using substance designer, Photoshop, and zbrush
- Worked closely with tech artists to ensure mobile budget was maintained
- Delivered feedback to outsourcing companies

|                           |                    |
|---------------------------|--------------------|
| Activision/Infinity Ward  | Woodland Hills, CA |
| <b>Environment Artist</b> | 04/2015 to 02/2016 |

- Utilized Radiant to art single player environments from designer block out to final art quality
- Worked closely with designers to ensure design decisions were maintained while arting areas
- Utilized Quixel Suite to create new textures for depot
- Created Jira tasks for outsourced, and internal prop requests needed for areas

|                           |                    |
|---------------------------|--------------------|
| Kojima Productions        | Los Angeles, CA    |
| <b>Environment Artist</b> | 12/2013 to 04/2015 |

- Utilized the Fox Engine to sculpt, material paint, and object brush multiplayer maps
- Kept track of asset lists to ensure memory budgets were optimized for target platforms
- Modeled and textured assets from designer blockouts for look development
- Teamed up with designer to prototype and build new levels

|                           |                    |
|---------------------------|--------------------|
| Zindagi Games             | Camarillo, CA      |
| <b>Environment Artist</b> | 04/2013 to 12/2013 |

|                           |                    |
|---------------------------|--------------------|
| Sony Online Entertainment | San Diego, CA      |
| <b>Environment Artist</b> | 10/2011 to 04/2013 |