

Jason Lavoie

Senior Environment Artist

- www.JasonLavoie.net -
- [Linkedin.com/in/JayLavoie](https://www.linkedin.com/in/JayLavoie) -

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Ontario, Canada

Software

Focus

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

Knowledgeable

- Maya
- Zbrush
- Quixel Suite
- Perforce
- Git / SourceTree
- Hansoft

Education

Durham College
Game Design / Dev
2007-2010

Work Experience

Sleeping Giant Interactive / Senior Environment Artist

July 2020 - Current
Titles Worked On - Unannounced Project

Certain Affinity / Senior Environment Artist

April 2020 - July 2020
Titles Worked On - Unannounced Project

- Worked on bringing sections of levels from Blockout to Art Final
- Supporting Leads by providing feedback to Associate Artists

Digital Extremes / Senior Environment Artist

August 2017 - March 2020 | June 2010 - June 2013
Titles Worked On - Warframe / The Amazing Eternals / The Darkness 2 / Retro Pinball

- 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 playable Pitch Demos / Documents for new Projects

Torn Banner Studios / Environment Artist

August 2015 - August 2017
Titles Worked On - Mirage: Arcane Warfare / Chivalry 2

- 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 Localization
- 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