

George Sokol

Senior Environment Artist

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EXPERIENCE

Riot Games

Los Angeles, CA

2019 – Present

Senior Environment Artist:

VALORANT:

- Work on a multidisciplinary team of Environment Artists, Concept Artists, and Level Designers to create multiplayer maps

Volition

Champaign, IL

2013 – 2019

Lead Environment Artist:

Unannounced Saints Row Title:

- Served as Lead Environment Artist from early Pre-production to early Production
- Worked with Engineers to integrate a Houdini pipeline in our world editor

Senior Environment Artist:

Agents of Mayhem:

- Collaborated with engine and tools teams to integrate new features and improve old ones
- Trained the art department on our physically based materials pipeline
- Created tiling textures/materials to be used throughout the game
- World building alongside Designers to ensure environments look and play well

Saints Row IV: How the Saints Save Christmas:

- Lead the exterior work for one of the missions for this DLC pack
- Coordinated with Design, Programming, and other Environment Artists
- Integrated other Artists' assets, did majority of the terrain work, and set dressing

Saints Row IV:

- Created several props in a short time-frame
- Assisted Environment, Cinematic, and VFX artists with prop needs
- Quickly learned and worked within a proprietary toolset

Adayana

Urbana, IL

2009-2013

Game Artist:

- Create art for "Serious Games" software for the US Military and other government agencies
- Modeling, UV mapping, texturing, and animating assets
- Scene Layout, terrain painting, optimization, lighting, collision, and animation within Unity3d
- Set up basic cinematic events and level progression with node based FSM editor

SOFTWARE

3dsMax Maya ZBrush Photoshop Substance Quixel Houdini Unreal4 Unity3d