

Jeff Severson

Senior Environment Artist

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EXPERIENCE

SAIC, Huntsville, AL — *Senior Environment Artist*

December 2011 - PRESENT

Helped Ship America's Army Proving Grounds for the PC. Assisted in creating levels/maps using the Unreal 3 Engine. Created building kits, props, particles, and hero pieces.

Currently working on various simulations using the Unreal 4 Engine.

High poly mesh sculpting using Max and Zbrush 4R6.

Texture baking from high to low poly geometry using 3D Studio Max and Substance Painter.

Create tiling textures using Zbrush and Substance Designer such as brick, concrete, etc.

Also helped create decals, hit FX, particles, and post FX in UE3 for Proving Grounds.

Worked on various projects utilizing VBS3.

Worked on educational/serious mobile games using the Unity 5 Engine.

Atomic Games, Minneapolis, MN — *Environment Artist*

July 2007 - February 2011

At Atomic Games I worked as an Environment Artist on Six Days in Fallujah(AAA title for the Xbox360), Breach(Shipped for Xbox360 and PC), an FBI training simulation called JSS, and a paramilitary training simulation. Some of the things I worked on at Atomic include:

- Helped troubleshoot and prototype new modular model and texture sets for Six Days in Fallujah.
- High poly mesh sculpting using Max and Zbrush 4.
- Texture baking from high to low poly geometry using 3D Studio Max and Xnormal.
- Destructible & Non-destructible building and prop creation using Atomic's proprietary destruction pipeline.
- Created vehicles, props, and an interior for Breach.

Turn 10, Redmond, Washington — *Contract Environment Artist*

January 2007 - July 2007

- Assisted art team in completing Forza 2 Motorsport for the XBOX 360.

EDUCATION

SKILLS

Modeling (High and Low)

Texturing

Modkit Creation

UV Mapping

Sculpting (Digital and Clay)

TOOLS

3D Studio Max 2016

Photoshop CC

Substance Painter/Designer

Zbrush

UE4

Unity

Academy College, Minneapolis, MN— *Associates*

2002 - 2005

Earned an Associates Degree in Computer Graphics and Animation.