

**Full Name:** Jon Woodman

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I am a graduate 3D artist who has been working professionally in the games industry for seven years. I specialise in creating environmental art assets for videogames. Games and the creation of artwork has been a life-long passion. My goals are to continue working in the industry, and to become a better artist. I live in the United Kingdom.

## **Commercial Game Development**

May 2016 - Current **Iceflame**

I was Enlisted to create a stadium environment for an un-announced IOS/Android title. My responsibilities included the creation of various environments, featuring external lightmap baking. I was responsible for engine scene configuration complete with collision, light probe creation, and occlusion.

I was also tasked with technical artwork such as particle FX creation, and R&D for the current lighting workflow, which included the creation of guide documents for other artists. I also created a series of offline-renders from existing assets for use in marketing and UI, for which I used multi-pass compositing. My work also included vehicle modelling and texturing, complete with the prefab setup in Unity.

December 2015 -  
October 2016 **Dangerous Derk Interactive**

I was tasked with the creation of a go-kart complete with various accessories, and a race track environment, alongside a number of other assets for a different project.

May 2014 -  
September 2014

**Dangerous Derk Interactive**

I created a variety of environment, clothing, and equipment assets for a next-generation fishing simulator.

January 2013 –  
September 2014

**Simian Squared - Contract Environment Artist**

Tasked with the development of prototypes and production art for an unannounced 3D title. I worked with the art director to produce artwork within a stylized visual framework, using their proprietary physically based rendering system.

2012

**Digital Extremes - Contract Environment Artist**

I was contracted to create environment, weapon/item, and vehicle models for Warframe. I was focused on sci-fi, hard-surface objects in three different styles. My work was created by making high-poly, modular assets, and baking those details to maps applied to low-poly, game ready models. I worked from concept art but often had to elaborate or create a solution for a design problem.

2011

**Front Edge Marketing - Environment, Compositing and Post Production Artist**

I was tasked with creating 3D scenes for an interactive 'spinning reel' game. I created a number of fully textured and lit, high-poly environments. The scenes were based upon concept art of my own creation. The scenes were rendered in Mental Ray and later composited in Photoshop and After Effects. I was also contracted to complete compositing work on a huge number of After Effects scenes: beautifying flat looking animations using a range of techniques. Eight games were shipped during my employment.

2010

**Cortex Interactive - Freelance Environment Artist**

I was responsible for creating concept design drawings, then producing game models from those designs.

This was achieved using a current generation workflow, creating high-poly models and using baking techniques to transfer those details to the low-poly game-ready assets.

## **Skills**

- High-poly hard-surface and organic modelling
- High to low poly normal baking workflow
- Texture creation (Current Gen, & PBR)
- Low-poly Modelling
- Efficient UV mapping (mirroring, tiling, lightmaps)
- Technical modelling (LODs, collisions)
- Modular Environment design, creation and lighting
- Traditional Art (drawing, painting, colour and light theory)

## **Education**

BA Games Art at Bolton University, 2:1 (first division)

## **Software**

- Autodesk 3D Studio Max / Maya / Softimage
- Epic UE3/UDK/UE4/Unity
- Valve Source Engine
- Unity
- CrazyBump / xNormal / Knald / Handplane
- Quixel NDO/DDO
- Allegorithmic Substance Painter
- Adobe Photoshop, After Effects, Premier