

**Thomas Carter**  
**Environment Artist**  
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**Profile:**

Over five years creating game ready assets. Dedicated, hardworking and eager to learn, with solid knowledge in art theories both 3D and traditional.

Enjoy actively collaborating within a team, strong communicator with hard working ethics and time management skills.

I am an active contributor to the games art community and enjoy working on personal projects outside of work to push myself and to learn new techniques and skills

**Software Knowledge:**

3ds Max	PhotoShop	Substance Designer
Unreal 4 Engine	Unity Engine	CryEngine
Zbrush	Mudbox	Quixel Suite
Perforce	Unreal 3 Engine	xNormal
High Poly Modelling	AO & Normal Baking	Physical Based Materials

**Major Skills and Experience:**

- Experience creating environment art on commercial projects
- Knowledge of photo realistic texture creation both traditional and physically based approaches
- Strong modelling skills both high and low poly
- Strong knowledge of creating modular tile sets with asset management
- Strong eye for detail and colour
- Work with designers to bring gameplay spaces from prototype to final polish
- Solid understanding of game engines and optimisation

**Creative experience:**

**Ruffian Games.** Games developer. February 2012 to Present

*Key Achievements:*

- **Fragmental** - Unreal 4 Engine / PC
  - Sole Artist working on the project
  - Responsible for creating concepts to final finished meshes for the player weapons
  - Created majority of the abstract stylised backgrounds following a strong late 80's revival aesthetic that reacts and changes to a music track
  - Heavy use of blueprint scripting and particle systems to achieve desired look
- **HollowPoint** - Unity Playstation4 / PC
  - Helped define the games visual style early on
  - Created assets for one of the games themes entirely by myself
  - Created a visual vertical slice for two separate themes for external outsourcers to follow
  - Created a number of modular tile sets and textures
  - Created a library of greybox modular pieces for designers to blockout gameplay spaces
  - Bug fixing and optimisation

**The Thing** (Cancelled) – UE4 / Cry Engine Xbox One

- Learnt the new UE4 physically based material system
- Modelled and textured all of the environments and majority of props
- Worked with designers to take a blockout to final polish
- Helped optimise and light the scenes

**Reflex Kinect Tech Demo** - Internal MS Engine Xbox One:

- Worked with an extremely limited engine in a short time frame on a new console
- Created all of the arena style environments and textures
- Responsible for optimisation and bug fixing
- Worked with designers from initial greybox arenas to final geometry
- Game was demoed at E3 to show the capabilities of Kinect on Xbox One

**Kinect Sports Rivals** – Xbox One

- Produced visual quality feedback for outsourced characters to ensure they met consistent quality and art style requirements

**Kinect Sesame Street TV Season 2** – Xbox 360

- Drew many of the games backgrounds and interactable objects throughout the game
- Worked with designers to create interesting visual gameplay
- Created all of the special effects seen throughout the games 8 episodes
- Contracted by Microsoft and Sesame Street to work to an established and defined art style

**Export2reality Ltd.** Outsourcing Production Company. September 2009 to February 2012

*Key Achievements:*

- Completed work on a variety of projects each with specific technical and artistic requirements
- Successfully worked to strict deadlines
- Experience working within a team and individually via the internet

**Spiral Game Studios – ORION: Prelude** March to May 2010

*Key Achievements:*

- Successfully worked remotely on a number of organic props and foliage to populate large levels
- Ensured consistent quality and low resource requirements was met on assets created
- participated in quality assurance and task meetings

**Testology Ltd.** Quality Assurance. December 2009 to 2011

*Key Achievements:*

- Major contributor to a highly effective team that detected major and minor errors, enabling rework and testing of software releases
- Ability to apply knowledge of games production to QA testing

**Outso Ltd. Sony Home** External Developer. May to July 2009

*Key Achievements:*

- Interned during final year of University

- Modelled hard surface and organic assets for Sony Home
- Optimisation and bug fixing on a number of levels and assets

**Education:**

DeMontfort University

BA Hons Game Art Design September 2006 to June 2009

City & Guilds Level 3 CAD Design