

# RICHARD COURT

ENVIRONMENT TECH  
ARTIST

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## SOFTWARE

Autodesk Maya

Pixologic Zbrush

Unreal Engine 4

Substance Designer

Substance Painter

CryEngine

Adobe Photoshop

Quixel Suite

Xnormal

## EDUCATION

University Of Wales, Swansea  
Metropolitan

BA, Creative Computer Games  
Design 2008-2011

2.1 BA Degree

I am a very focused and flexible individual, with a passion for learning new techniques and workflows, always striving to improve the quality and efficiency of my work. Over the past four years in industry I have developed a wide range of skills over several different roles including, foliage creation, hard surface and organic modelling, texture creation and optimization for multiple platforms. My time in industry so far has shown me how to work well both as an independent artist and as part of a team, and flourishing in both aspects, taking on board any constructive feedback and providing it where necessary.

## EXPERIENCE

### The Chinese Room

Unannounced Title – Unreal Engine 4

#### Environment Tech Artist

AUGUST 2016 – PRESENT

- Shader/Material Creation
- Pipeline Development
- Tool Creation
- Instructing/Assisting the art team on Pipeline/Workflow/Software
- Blueprint creation
- Particle Effects
- Asset Creation
- Performance Profiling
- Designing levels from Grey-box through to Final
- Taking part in daily team huddles
- Technical problem solving and enhancement
- Discussions with publishers

### The Chinese Room

Everybody's Gone To The Rapture – PS4/PC – CryEngine

#### Environment Artist

APRIL 2014 -AUGUST 2016

- Foliage Creation, set up and placement in engine
- Asset Creation, Building, Props, Vehicles and Tileable Textures
- Environment Dressing/Storytelling
- Terrain Sculpting/Texturing
- Optimization
- PBR Conversion
- Optimising outsourced assets

### The Chinese Room

Everybody's Gone To The Rapture – PS4 – CryEngine

#### Jr Environment Artist

SEPT 2013 - APRIL 2014

- Modeling/Texturing of in game props

#### Freelance Environment Artist

JAN 2013 – SEPT 2013