

# George Sokol

Senior Environment Artist

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[www.georgesokol.com](http://www.georgesokol.com)

## EXPERIENCE

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### Volition

Champaign, IL

2013 – Present

#### Senior Environment Artist:

##### Unannounced Project:

- Lead 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
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### 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
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### Volition

Champaign, IL

2008-2009

#### QA Tester:

##### Red Faction: Guerrilla

- Tested for bugs and properly documented them. Gameplay and Multiplayer testing

##### Saints Row 2

- Tested for bugs and properly documented them. Art, multiplayer, and general testing
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## SOFTWARE

3dsMax Maya ZBrush Photoshop Substance Quixel xNormal Unreal4 Unity3d

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## EDUCATION

Westwood College

Woodridge, IL

2007

Bachelor of Applied Sciences – Game Art/Design