

David Schultz

Senior Environment Artist

Durham, NC

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Website: www.schultzdavid.com

- Modeling, sculpting, texturing, 3d concepting, level art/layout, working with outsourcing, and doing all of the dirty to get assets and levels game ready and shippable.

-3ds Max, Modo, Fusion 360, Zbrush, Marvelous Designer, Photoshop, Substance Designer/Painter - Snowdrop, Unreal Engine 4, Genesis Engine (Funcom), Vicious Engine

Games

2016, **The Division and all DLC** (PS4, XBox1, PC). Senior Environment Artist. I mostly worked on props, but I also made and propped the Safe Houses and made the shells an entire area for *The Last Stand* DLC, and helped with the level art on one of the *Underground* DLC.

2014, **The Secret World** (PC). Issues 7-10. Senior Environment Artist. I model, texture, and light levels.

2013, **Pac-Man and the Ghostly Adventures** (XBOX 360, PS3, WiiU). Environment Artist. Modeling and texturing of sets.

2013, **Turbo: Super Stunt Squad** (XBOX 360, PS3, WiiU). Environment Artist. Modeling and texturing of sets.

2012, **Ben 10 Omniverse** (XBOX 360, PS3, WiiU, Wii). Environment Artist. Modeling and texturing of sets.

2012, **Madagascar 3** (XBOX 360, PS3, Wii). Environment Artist. Modeling and placement of buildings, props and terrain.

2011, **Ben 10 Galactic Racing** (XBOX 360, PS3, Wii, NGP, 3DS). Environment Artist. Modeling, sculpting terrain, placing props.

2011, **Earth Defense Force: Insect Armageddon** (XBOX 360, PS3). Environment Artist. Modeling, texturing, and setting up/animating the destruction of buildings and props; placement of buildings and props, and terrain/environment modeling and setup.

2009, **Matt Hazard: Blood Bath and Beyond** (XBLA, PSN). Environment Artist. Modeled, textured and set up lighting for most of Level 6 - *Whose Mine is it Anyway* and the *Mirror's Edge* section of *Oh, Canada*.

2009, **Eat Lead. The Return of Matt Hazard** (XBOX 360, PS3). Provided prop support, created three of the weapons, and helped clean up collision and surface tagging.

Work Experience

Senior Environment Artist

Red Storm Entertainment (2014-present)

Zbrush 4R7 Beta (2017) Testing the Booleans and other new features.

Zbrush 4R7 Beta (2014) Testing Zmodeler and other new features and the bridge between Zbrush KeyShot 5.

Senior Environment Artist

Funcom (2013-2014) I model, texture, and light levels. I also grey box levels, working with Designers to create the most modular, efficient elements to construct the skeleton of the level.

Environment Artist

Vicious Cycle Software (2008-2013) Started as a Prop Artist and moved up to an Environment Artist within a year. I did a bit of everything, but for the most part I was responsible for a level, and worked on all aspects of that level while interacting with my Leads and the other Departments.

The Pixelcorps, San Francisco, CA

Junior Artisan, The Mill Team (2005-2007)

This was a non-paying educational exercise. Researched, designed and modeled various components of a fictitious commercial/residential complex, entitled “The Mill.” The aim of the team was to learn various skills relevant to the field of architectural pre-visualization: (e.g. working from concept art, modeling to scale, understanding basic architectural concepts), as well as to gain experience working with people as a team under deadlines.

Imaginari Studios, Asheville, NC

Contract Artist (2005-2006)

Worked on commercial and volunteer projects, creating models of buildings, sets, etc., creating camera and particle animation, and matchmoving. Assisted in the editing, shooting, lighting, and sound design of video productions- both short and feature length independent films. Created graphic designs and layouts for commercial 2d projects.

Education and Honors

University of North Carolina at Chapel Hill

2001, Bachelor of Arts in French and Philosophy

Magna cum Laude, 2001

French Honors Society at UNC-Chapel Hill, 2001