

# JOBYE-KYLE KARMAKER

## SENIOR ENVIRONMENT ARTIST

🏠 Los Angeles, CA, USA

⚙️ 0-1B Work Visa

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### WORK EXPERIENCE

**SENIOR ENVIRONMENT ARTIST** | Respawn Entertainment - Los Angeles, CA JUNE 2017 - PRESENT

Star Wars Project

- Creating art for a third-person action/adventure game set in the Star Wars universe.

**SENIOR WORLD ARTIST** | Monolith Productions - Seattle, WA FEB 2016 - MAY 2017

Middle-Earth: Shadow of War (XONE, PS4, PC)

- Owned the modeling, PBR texturing, placement and performance of vegetation across 5 open world levels
- Sculpted and painting terrain across all levels to support vegetation spawning
- Worked with Lead Artist to develop stylesheets for vegetation across multiple levels
- Created detailed blockouts of organic cinematic sets and gameplay set-pieces for outsourcing
- Developed new creation methods for gameplay features related to vegetation
- Worked with Tech Art to provide input to help develop 3DSMAX Tools for the vegetation pipeline
- Worked with Programmers & Tech Art to debug and maintain quality and performance of vegetation
- Conducted technical interviews and reviewing portfolios of potential hires

**SENIOR LEVEL ARTIST** | Ubisoft Toronto - Toronto, ON APR 2011 - JAN 2016

Far Cry Primal (XONE, PS4, PC) | **Technical Level Artist & Biomes Team Lead** NOV 2014 - JAN 2016

- Led a small team of artists in the creation of half the vegetation for the open world
- Created art alongside team, profiled team's work on console, helped run weekly reviews with Montreal
- Maintained technical documentation and provided training/support to the environment art team
- Debugged and polished Toronto's open world areas until Goldmaster, as one of the last artists on the project

Far Cry 4 (XONE, X360, PS4, PS3, PC) | **Level Artist** JUN 2013 - OCT 2014

- Led a small team of artists with my Level Designer in the creation of a Singleplayer Shangri-La mission
- Handled whole level layout, major architecture, set dressing, upheld gameplay and delegated tasks to artists
- Given its quality, our map was demo'd to press and revealed at Sony's Gamescom 2014 conference
- Maintained quality and performance of the PS3, PS4 and press demo version of the map until Goldmaster
- Was one of the last artists on the project, debugged and closed my mission as well as two others until Goldmaster

Splinter Cell Blacklist (X360, PS3, WiiU, PC) | **Modeler** JAN 2012 - JUN 2013

- Handled level art from initial LD/Art blockout to final for over half the 'Safehouse' level
- Modelled and textured level props & cinematic props for the 'Safehouse' map
- Polished, debugged and optimized all sub-maps in the 'Safehouse' level as the last artist on it
- Given its quality early on, our map was part of the game's first hands-on press demo in 2013
- Helped the Singleplayer 'LNG Terminal' map with my Level Designer to re-design, polish and optimize troublesome areas
- Helped debug other Singleplayer maps and Co-Op maps until Goldmaster

Rainbow Six Patriots (Cancelled) | **Modeler** APR 2011 - JAN 2012

- Worked on two Multiplayer maps: assisted Level Artists in reference gathering, asset list building, level block outs
- Created models & texture for a full range of props: cover props, large vehicles, environmental storytelling props, etc.
- Handled level art for certain sections and helped Technical Director optimize areas

**FREELANCE 3D ARTIST** | Various Companies - Montréal, QC JUL 2009 - MAR 2011

Provided freelance environment art for various independent studios and Source mod teams:

- **Goldhawk Interactive** - Xenonauts
- **VEX Studios** - Jeklynn Heights
- Ham and Jam mod
- WWI: Source mod

**MODELER** | Simthetiq Inc. - Montréal, QC MAY 2010 - JAN 2011

Created models and textures for props, weapons and vehicles according to gathered real-world reference for various military clients

### SOFTWARE

#### TOOLS

3DS Max, Maya, Photoshop, Substance Painter, Substance Designer, Zbrush, Mudbox, xNormal, nDo, SpeedTree, World Machine, Razor (PS4), PIX (XBONE), Perforce, JIRA

#### ENGINES

UE4, UDK, LEAD Engine (Splinter Cell fame), Anvil (Assassin's Creed fame), Dunia (Far Cry fame), LithTech (Shadow of Mordor fame)

### PUBLICATIONS

**Interview with 80.lv** - [Vegetation Creation for Games](#)

**Featured Post on Gamasutra** - [A Look Back on Splinter Cell Blacklist's Benghazi Level](#)

**Featured Post on Gamasutra** - [\[Micro-Tut\] Applying Modular Techniques to Wheels](#)

**Featured Post on Gamasutra** - [My Guiding Art Principles: A Retrospective on Far Cry 4 & Splinter Cell Blacklist](#)

**Industry Judge for Cartridge** - [Art & Animation Contest](#)

### EDUCATION

#### University Certificate (2010-2011)

*3D Animation & Digital Design in Video Games*  
NAD Centre/Université de Québec à Chicoutimi  
Montréal, QC

#### Diploma of College Studies (2007-2010)

*3D Animation & Image Synthesis*  
Collège de Bois-de-Boulogne  
Montréal, QC

### LANGUAGES

Fully Bilingual: English & French