

Sean VanGorder

Senior Environment Artist

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EXPERIENCE

Outpost Games | Senior Environment Artist

NOVEMBER 2017 - PRESENT | SOUTH SAN FRANCISCO, CA

- Created procedural materials for architecture, props and terrain
- Modeled architecture and props, including collision and levels of detail
- Optimized assets and levels to be within performance guidelines

Visceral Games | Lead Texture Artist

FEBRUARY 2014 - NOVEMBER 2017 | REDWOOD SHORES, CA

- Developed and implemented PBR material pipeline focused on the Substance Designer and Painter tool sets
- Created high quality materials for environments and props
- Responsible for ensuring all materials were authored using correct values
- Optimized levels and maintained performance in regards to texture memory and material usage
- Helped with look development and processes for various levels
- Instructed artists on Substance tools, new techniques and best practices

Game Textures | Texture Artist

JANUARY 2013 - JANUARY 2014 | REMOTE

- Created high quality materials to be included in the Game Textures library
- Worked with clients to fulfill specific material requests

Various Clients | Environment Artist

JANUARY 2013 - JANUARY 2014 | REMOTE

- Worked with clients to develop high quality assets and materials
- Clients included Ubisoft, Illfonic, AltSpaceVR

Trion Worlds | Environment Artist

JULY 2012 - DECEMBER 2012 | REDWOOD SHORES, CA

- Modeled, textured and placed various props and architecture for an open world project
- Responsible for world building and performance in the levels I owned

Liquid Development | Hard Surface Artist

JANUARY 2012 - JULY 2012 | REMOTE

- Worked with an Art Director to create hard surface assets and their materials

EDUCATION

The Art Institute of Pittsburgh | BFA Game Art & Design

JULY 2008 - DECEMBER 2011 | PITTSBURGH, PA

AFFILIATIONS

Polycount | Administrator

- Moderate and manage forums
- Interact and correspond with users
- Create articles and news posts for front page

PRIMARY SOFTWARE

3DS Max
Maya
Substance Designer
Substance Painter
Photoshop
Zbrush
Knald
XNormal
UE4
Frostbite
Perforce
JIRA

SECONDARY SOFTWARE

Quixel Suite
Mudbox
SpeedTree