

DAN JOHN COX

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SENIOR ENVIRONMENT ARTIST

DANJOHNCOX.COM

WORK EXPERIENCE

Lead Artist / Producer | Capybara Games - Toronto

FEBRUARY 2014 - PRESENT

- Creating and managing the entire team's tasks and schedule
 - Building out procedural elements for the game world
 - Planning and implementing large game design features with the programming team
 - Working with programmers to modify the initially slow and difficult asset pipeline to make it more manageable
 - Teaching 3D to the art team (the majority of the game is 3D now)

Environment Modeling Instructor | Seneca College- Toronto

SEPTEMBER 2008 - AUGUST 2016

- Independently developing the Environment Modelling, Texturing, and Portfolio Creation class curriculums from the ground up
- Assisting students in finding work and matching studios up with students
- Organizing artists in the industry to do talks and panels for the school

Lead Environment Artist | Ubisoft Toronto - Toronto

JULY 2011 - FEBRUARY 2014

Starlink: Battle for Atlas |

- Co-creating Starlink: Battle of Atlas, acting as an assistant art director, developing our visual tone with the Art Director
- Training and hiring junior artists
- Exploring future content creation pipelines while delivering content for our milestones

Splinter Cell Blacklist |

- Taking a level from Greyblock to Final art polish and bug fixing
- Modelling and texturing props and structures
- Working independently I took one section of our level and acted as Level Artist and Designer to revamp a troubled area into one of our key set piece scenes

Senior Environment Artist | Bedlam Games - Toronto

FEBRUARY 2011 - JULY 2011

- Leading the environment team on GammaWorld: Alpha Mutations (unreleased)
- Building out the in game look and feel for the the world
- Directing environment design in each level ensuring each area can tell a unique story
- Creating props, modular level art, complex materials, textures
- Mentoring and managing Junior Artists

Concept & Environment Artist | Frozen North Productions - Toronto

AUGUST 2008 - FEBRUARY 2011

- Producing illustrations, colour swatches and detailed asset concepts for game worlds for use in outsourcing
- Developing the look and feel for the six different worlds in Flip's Twisted World
- Modelling and Texturing environmental assets, set pieces, and character models
- Creating game pitches and art for publisher meetings

Associate 3D artist | Pseudo Interactive - Toronto

AUGUST 2007 - FEBRUARY 2008

- Modeling and texturing tasks for; vehicles, props, characters, and environments
- Quickly learning and building high level shaders for unannounced Xbox360/PS3 game
- Creating concept art for a variety of vehicles and weapons
- Often being placed in many different positions and adapting quickly to each one

SPEAKING ENGAGEMENTS

GDC 2014 - [What Modern Interior Design Teaches us about Environment Art](#) ,

GDC 2015 - [Interior Design and Environment Art: Mastering Space, Mastering Place](#)

GDC 2017 - A New Dimension to 'Below': Personal Discovery and Adaptation

Konsoll 2016 Norway - [From 0 - 60: Supercharging Your Juniors](#)

Other events include - Game Connection Paris, Creativa Mexico, East Coast Game Conference, EGLX, Cameracamp

SIGNIFICANT SOFTWARE EXPERIENCE

3ds Max, Maya, Zbrush, Photoshop, Substance Painter, Substance Designer, Unreal 4, Unity, Ddo, Perforce, Git, World Machine, Xnormal