

John Emerson

Environment Artist

<https://artstation.com/johnemerson>

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Open to Relocation

E: johnemerson@johnemerson.net

Self-taught versatile 3D Artist with 2 years of experience in game development. Looking for an opportunity to apply skillset in an environment artist capacity.

Experience

Dreamforge Studios

Art Lead

2017 – 2018

- Manage concept art and 3D art teams, ensure vision consistency from concept to completion.
- Model and PBR texture environment assets
- Rig modular hard surface meshes
- Create Unreal Engine and Substance Designer master materials
- 3ds Max, Maya, Photoshop, Substance Designer, Substance Painter, Unreal Engine 4, Word, Excel, GitKraken

Projects: *Unannounced Project*

Saving Throw Studios

3D Hard Surface Artist

2016

- Model and PBR texture hard surface meshes
- Rig hard surface meshes for implementation into Unity game engine.
- 3ds Max, Substance Designer, Substance Painter, Unity

Projects: *Redline Game*

Dream Forge, LLC

Managing Partner

2013 – 2016

- Oversee production of video games and mobile apps in Unity game engine.
- Direct art style and asset creation.
- Design user interface (UI) wireframes and UI assets
- Manage outsource contractors.
- Create and manage production schedules and operating budgets.
- Photoshop, Illustrator, Unity

Projects: *Unannounced Project*

Dream Forge Maps

Founder and Lead Level Designer

2012 – 2014

- Establish international team of level designers to create multiplayer levels
- Oversee production of levels, quality assurance, marketing, and consulting activities
- Achieved 2 levels incorporated into official Activision Blizzard properties and events; 4 in major international eSports tournaments (Major League Gaming, ESL Gaming Network, Collegiate Star League, and Global Starcraft League).
- Galaxy Editor, 3ds Max, Photoshop, Word, Excel

Projects: *StarCraft II: Wings of Liberty; StarCraft II: Heart of the Swarm*

Quartal

Environment Artist

2013

- Model and texture hard surface meshes
- Rig hard surface meshes for proprietary game engine
- 3ds Max, Adobe Photoshop

Projects: *Quartal (Playstation Portable)*

Education

Wichita State University

Master's of Public Administration (MPA)

Graduate Certificate in Public Finance

Wichita State University

Bachelor's of Science