David Schultz

Senior Environment Artist
Chapel Hill, NC
dtschultz@gmail.com
Website: www.schultzdavid.com

Projects

2019, **The Division 2** (PS4, XBox One, PC)
2016, **The Division and all DLC** (PS4, XBox One, PC)
2014, **The Secret World** Issues 7-10. (PC).
2013, **Pac-Man and the Ghostly Adventures** (XBOX 360, PS3, WiiU)
2013, **Turbo: Super Stunt Squad** (XBOX 360, PS3, WiiU)
2012, **Ben 10 Omniverse** (XBOX 360, PS3, WiiU, Wii)
2012, **Madagascar 3** (XBOX 360, PS3, Wii)
2011, **Ben 10 Galactic Racing** *(XBOX 360, PS3, Wii, NGP, 3DS)*
2011, **Earth Defense Force: Insect Armageddon** (XBOX 360, PS3)
2009, **Matt Hazard: Blood Bath and Beyond** *(XBLA, PSN)*
2009, **Eat Lead. The Return of Matt Hazard** (XBOX 360, PS3)

Specialties

Modeling (high to low), sculpting, texturing, 3d concepting, level art/layout, working with outsourcing, optimization.

Programs

3ds Max, Modo, Fusion 360, ZBrush, Marvelous Designer, Photoshop, Substance Designer/Painter, Houdini, Unfold 3d, Marmoset - Snowdrop (Massive), Unreal Engine 4, Genesis Engine (Funcom), Vicious Engine (Vicious Cycle Software)

Professional Experience

Senior Environment Artist
Red Storm Entertainment (2014-present)

-High to low poly modeling of assets both for world modules and unique hero props.
-Created unique textures and masks for shaders with Substance Painter and Designer.
-Set up templates and prefabs to allow Level Artists and Designers to get multiple variations of props and prop assemblies to be placed in the world.

-Worked with Level Designers, Tech Artists, and Art Directors to define certain spaces in the blockout phase and then modeled the world modules and in some cases placed props as well.
-Assisted in developing better pipelines for created destroyed version of assets.
-Worked with other Prop Artists to find ways to improve workflows and find better tools or work with Technical Artists to create those tools.
- Worked with Outsourcing on modeling, texturing, and shader usage.

Senior Environment Artist
Funcom (2013-2014)

-Modeled, textured, and set up materials for level assets in dungeon and scenario and maps.
-Worked with Level Designers to block out spaces for game play and supporting the story lines.
-Placed props and lights; set up environment fx and worked on LUTs for color grading.
-Worked with other Level Artists to develop best practices for using our environment fx, lights, and materials.

Environment Artist
Vicious Cycle Software (2008-2013)

-Modeled and textured props.
-Modeled world building assets and using tiling texture kits to build worlds and come up with unique compositions and vistas.
-Worked with Technical Designers to set up Prefabs for assets with variations and Entity Templates for dynamic assets.
-Modeled and animated destroyed props and buildings.
-Set up shaders and worked with Technical Artists to improve the visual quality of existing shaders.

The Pixelcorps, San Francisco, CA
Junior Artisan, The Mill Team (2005-2007)

-Researched, designed and modeled various components of a fictitious commercial/residential complex, entitled "The Mill."
-Learned various skills relevant to the field of architectural pre-visualization: (e.g. working from concept art, modeling to scale, understanding basic architectural concepts).
-Gained experience working with people as a team under deadlines.

Imaginari Studios, Asheville, NC
Contract Artist (2005-2006)

-Created 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 Extras

University of North Carolina at Chapel Hill
2001, Bachelor of Arts in French and Philosophy
Magna cum Laude
French Honors Society at UNC-Chapel Hill, 2001

ZBrush Summit Sculpt-Off Participant
2017, 2018

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.