

George Sokol

Senior Environment Artist

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EXPERIENCE

Volition

Champaign, IL

2013 – Present

Senior Environment Artist:

Agents of Mayhem:

- Collaborated with engine and tools teams to integrate new features and improve old ones
- Trained the art department on our physically based materials pipeline
- Created tiling textures/materials to be used throughout the game
- World building alongside Designers to ensure environments look and play well

Saints Row IV: How the Saints Save Christmas:

- Lead the exterior work for one of the missions for this DLC pack
- Coordinated with Design, Programming, and other Environment Artists
- Integrated other Artists' assets, did majority of the terrain work, and set dressing

Saints Row IV:

- Created several props in a short time-frame
 - Assisted Environment, Cinematic, and VFX artists with prop needs
 - Quickly learned and worked within a proprietary toolset
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Game Artist:

- Create art for "Serious Games" software for the US Military and other government agencies
 - Modeling, UV mapping, texturing, and animating assets
 - Scene Layout, terrain painting, optimization, lighting, collision, and animation within Unity3d
 - Set up basic cinematic events and level progression with node based FSM editor
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Adayana

Urbana, IL

2009-2013

QA Tester:

Red Faction: Guerrilla

- Tested for bugs and properly documented them. Gameplay and Multiplayer testing

Saints Row 2

- Tested for bugs and properly documented them. Art, multiplayer, and general testing
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Volition

Champaign, IL

2008-2009

SOFTWARE

3dsMax Maya ZBrush Photoshop Substance Quixel xNormal Unreal4 Unity3d

EDUCATION

Westwood College

Woodridge, IL

2007

Bachelor of Applied Sciences – Game Art/Design