

George Sokol

Senior Environment Artist

(815) 674 1595 – georgesokol@yahoo.com

www.georgesokol.com

EXPERIENCE

Riot Games

Los Angeles, CA
2019 – Present

Senior Environment Artist

Project A (codename):

- Work in a multi-discipline team to create maps for an upcoming tactical first person shooter

Volition

Champaign, IL
2013 – 2019

Senior Environment Artist:

Unannounced Saints Row Title

- Served as Lead Environment Artist from early Pre-production to early Production
- Worked with Engineers to integrate a Houdini pipeline in our world editor

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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Adayana

Urbana, IL
2009-2013

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

SOFTWARE

3dsMax Maya ZBrush Photoshop Substance Quixel Houdini Unreal4 Unity3d

EDUCATION

Westwood College
Woodridge, IL
2007

Bachelor of Applied Sciences – Game Art/Design