

Justin Kimball

Senior Environment Artist

Self-Driven artist with 10+ years of experience creating environments for multiple AAA games. Experience in planning & development of open-world & linear game environments. Expert in foliage & organic asset production as well as environment optimization. UE4 veteran with additional experience in Unity & several proprietary game engines.

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WORK EXPERIENCE

Senior Environment Artist Sony - Bend Studio [↗](#)

11/2014 - Present

- Created all foliage assets for Days Gone.
- Self-managed & self-directed. Set my own production schedule, met all deadlines, and ensured my assets met the high visual bar set for the game.
- Tuned procedural population settings for each region.
- Developed environment art naming conventions, folder structure, and best practices for upcoming project.
- Made sweeping optimization passes to large open world environments. Optimized lod's, collision, alpha overdraw, poly-counts, draw calls, texture size, and material instances.

Environment Artist Sony - Bend Studio [↗](#)

06/2012 - 11/2014

- Learned Speedtree and quickly took over production of foliage assets.
- Worked with engineers & tech artists to develop a fast and efficient foliage asset pipeline.
- Planned out foliage sets for 6 regions, including sub-biomes. Ensured a unique look for each region through a mix of unique assets and altered population settings.

Associate Environment Artist Sony - Bend Studio [↗](#)

09/2010 - 06/2012

- Assumed responsibility for a significant section of Uncharted Golden Abyss environments.
- Took a series of levels from designer block out to final polish.
- Created a variety of environment assets & props.

Lead Artist Shadegrown Games [↗](#)

09/2009 - 09/2010

- Handled all art responsibilities for multiple small game projects.
- Developed abstract art styles with focus on scope and fast production time.
- Created various abstract particle effects in Unity.

Environment Art Intern Electronic Arts - Visceral Games

06/2009 - 08/2009

EDUCATION

Bachelor of Science, Game Art and Animation Champlain College [↗](#)

2006 - 2010

3.24 Cumulative GPA

SHIPPED TITLES

Days Gone - PS4 [↗](#)

Uncharted Golden Abyss - PS Vita [↗](#)

Starbloom - IOS [↗](#)

Dead Space 2 - Xbox 360 / PS3 [↗](#)

SKILLS

Modeling

Sculpting

Texturing

Foliage

Procedural Population

Optimization

Scheduling & Organization

SOFTWARE

Maya

Zbrush

Substance

Photoshop

Speedtree

Unreal Engine

Unity