

JOBYE-KYLE KARMAKER

PRINCIPAL/LEAD ENVIRONMENT ARTIST

🏠 Los Angeles, CA, USA

⚙️ EB-3 Green Card

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WORK EXPERIENCE

SENIOR ENVIRONMENT ARTIST | Respawn Entertainment - Los Angeles, CA JUNE 2017 - PRESENT

Apex Legends (XONE, PS4, PC) OCT 2019 - PRESENT

- Creating environment art for upcoming seasons of Apex Legends

Star Wars - JEDI: Fallen Order (XONE, PS4, PC) JUN 2017 - SEPT 2019

- Initially owned 2 areas on Planet Zeffo: Weathered Statue interior and exterior (modeling, texturing, lighting) and co-owned the Crashed Venator district, its outdoor portion and final puzzle area (Alpha-quality terrain, world building, modeling)
- Point person for the 1st level of the game, Bracca, worked with Level Designer to create skeleton of the whole level initially
- Map Lead for the 1st 15 mins of the game on Bracca: blockout, world building, scheduling, maintaining gameplay, bug fixing & polish
- Proactively kept overall memory, texture streaming budget, performance and level streaming in check for Bracca's 1st 15 mins
- Supported integration of cinematics in Bracca: feedback for Camera Layouts for gameplay handoffs & set dressing
- Managed outsourcing of assets on Bracca: outsource packets, blockouts & integration in-game
- Lead the creation of environment art for the Reveal Trailer, which had nearly 50% of the shots on Bracca
- Conducted technical interviews and reviewed portfolios of potential hires, helped build environment art team from 4 to 15

SENIOR WORLD ARTIST | Monolith Productions - Seattle, WA FEB 2016 - MAY 2017

Middle-Earth: Shadow of War (XONE, PS4, PC)

- Owned the modeling, PBR texturing, placement and performance of vegetation across 5 open world levels
- Sculpted and painted terrain across all levels to support vegetation spawning
- Worked with Lead Artist to develop stylesheets for vegetation across multiple levels
- Created detailed blockouts of organic cinematic sets and gameplay set-pieces for outsourcing
- Developed new creation methods for gameplay features related to vegetation
- Worked with Programmers & Tech Art to maintain quality/performance of vegetation and develop vegetation pipeline tools
- Conducted technical interviews and reviewed portfolios of potential hires

SENIOR LEVEL ARTIST & TEAM LEAD | Ubisoft Toronto - Toronto, ON APR 2011 - JAN 2016

Far Cry Primal (XONE, PS4, PC) | **Technical Level Artist & Biomes Team Lead** NOV 2014 - JAN 2016

- Led a small team of artists in the creation of half the vegetation for the open world
- Created art alongside team, profiled team's work on console, helped run weekly reviews with Montreal
- Maintained technical documentation and provided training/support to the environment art team
- Debugged and polished Toronto's open world areas until Goldmaster, as one of the last artists on the project

Far Cry 4 (XONE, X360, PS4, PS3, PC) | **Level Artist** JUN 2013 - OCT 2014

- Led a small team of artists with my Level Designer in the creation of a Singleplayer Shangri-La mission
- Handled whole level layout, major architecture, set dressing, upheld gameplay and delegated tasks to artists
- Given its quality, our map was demo'd to press and revealed at Sony's Gamescom 2014 conference
- Maintained quality and performance of the PS3, PS4 and press demo version of the map until Goldmaster
- Was one of the last artists on the project, debugged and closed my mission as well as two others until Goldmaster

Splinter Cell Blacklist (X360, PS3, WiiU, PC) | **Modeler** JAN 2012 - JUN 2013

- Handled level art from initial LD/Art blockout to final for over half of 'Safehouse' and modeled/textured level and cinematic props
- Polished, debugged and optimized all sub-maps in the 'Safehouse' level as the last artist on it
- Given its quality early on, our map was part of the game's first hands-on press demo in 2013
- Helped the Singleplayer 'LNG Terminal' map with my Level Designer to re-design, polish and optimize troublesome areas
- Helped debug other Singleplayer maps and Co-Op maps until Goldmaster

Rainbow Six Patriots (Cancelled) | **Modeler** APR 2011 - JAN 2012

- Worked on two Multiplayer maps: assisted Level Artists in reference gathering, asset list, level block outs and optimization
- Created models & texture for a full range of props: cover props, large vehicles, environmental storytelling props, etc. and level art

FREELANCE 3D ARTIST | Various Companies - Montréal, QC JUL 2009 - MAR 2011

Provided freelance environment art for various independent studios and Source mod teams:

- [Xenonauts](#)
- [Jeklynn Heights](#)
- Ham and Jam mod
- WWI: Source mod

MODELER | Simthetiq Inc. - Montréal, QC MAY 2010 - JAN 2011

Created models and textures for props, weapons and vehicles according to gathered real-world reference for various military clients

SOFTWARE

TOOLS

3DS Max, Maya, Photoshop, Substance Painter, Substance Designer, Zbrush, Mudbox, xNormal, nDo, SpeedTree, World Machine, Razor (PS4), PIX (XBONE), Perforce, JIRA

ENGINES

UE4, UDK, LEAD Engine (Splinter Cell fame), Anvil (Assassin's Creed fame), Dunia (Far Cry fame), LithTech (Shadow of Mordor fame)

PUBLICATIONS

Featured in [Art of Star Wars - JEDI: Fallen Order](#) - [Bracca Level Shots](#)

[Lightbox Expo 2019 Talk](#) - [Respawn Panel](#) - [Artist Path](#)

[Game Artist Podcast Interview](#) - [Ep 52: Jobye-Kyle Karmaker, Sr Env Artist @ Respawn Entertainment](#)

[Digital Dragons 2019 Talk](#) - [Approaching Modular Vegetation in Games](#)

[Interview with 80.Jv](#) - [Vegetation Creation for Games](#)

[Featured Post on Gamasutra](#) - [A Look Back on Splinter Cell Blacklist's Benghazi Level](#)

[Featured Post on Gamasutra](#) - [\[Micro-Tut\] Applying Modular Techniques to Wheels](#)

[Featured Post on Gamasutra](#) - [My Guiding Art Principles: A Retrospective on Far Cry 4 & Splinter Cell Blacklist](#)

[Industry Judge for Cartridge](#) - [Art & Animation Contest](#)

EDUCATION

University Certificate (2010-2011)

3D Animation & Digital Design in Video Games
NAD Centre/Université de Québec à Chicoutimi
Montréal, QC

Diploma of College Studies (2007-2010)

3D Animation & Image Synthesis
Collège de Bois-de-Boulogne
Montréal, QC

LANGUAGES

Fully Bilingual: English & French