Contact

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Top Skills

After Effects
Adobe Illustrator
Photoshop

Kurt Klockau

Lead Environment Artist at SuperGenius Studio
Astoria

Summary

I have over 20 years of experience in the video games industry as an Artist, Lead and Manager on numerous titles for PS2, Xbox, PSP, PS3, Xbox 360, PS4, Xbox One, PC, iPhone, and iPad .

Portfolio Site: http://kurtklockauart.com/

Titles Worked On:

Lead Artist:
System Shock (2021) - PC
Jett: The Far Shore - PC
Evolve - Consoles, PC
Defiance - Console, PC
Cash Guns Chaos - PS3, PSP
Untold Legends: Warrior's Code - PSP

Environment Artist:
RIFT - PC
Freerealms - PC
Mortal Kombat: Shaolin Monks - PS2
Forgotten Realms: Demonstone - PS2
Terminator 3: Rise of the Machines - PS2

Mobile Games Artist:
Koi Pond (#1 selling iPhone app of 2008)
Koi Pond HD
Name in Lights
Elephant Odyssey
Distant Shore

Experience

SuperGenius Studio

Lead Environment Artist
January 2020 - Present (1 year 6 months)
Portland, Oregon Area

Worked on the following projects:

- Unannounced Project - Worked on character avatar clothing and hairstyles in Zbrush and Maya.

- Jett: The Far Shore - Worked on building out and revamping a number of environment assets and level set dressing. Worked primarily in Maya, Zbrush, Substance Painter and Unity.

- System Shock Reimagined - Worked on creating a large number of sci-fi level tiles in Maya, Zbrush, Substance Painter and Unreal. Primarily took high poly assets and created low poly game-ready meshes, UVs, textures and materials.

Kurt Klockau Illustration
Freelance Artist
August 2017 - Present (3 years 11 months)
Astoria, Oregon, United States

Freelance illustration, concept and 3D artist for event posters, t-shirts, tiki mugs, and toys

Turtle Rock Studios
Lead Texture Artist
December 2016 - August 2017 (9 months)
Lake Forest, CA

Worked as a texture artist in Substance Designer and Substance Painter on unreleased projects. Created an in-house Substance Designer material library in Unreal Engine for use on future studio projects.

Scientific Games
Artist III
April 2016 - November 2016 (8 months)
San Diego, California

Created motion graphics and animations in After Effects as well as 3d models and textures for various game assets using Maya, After Effects, Photoshop, Zbrush and Unity.

Turtle Rock Studios
Lead Texture Artist

October 2013 - April 2016 (2 years 7 months)
Lake Forest, CA

Created repeatable terrain and environment materials, weapon skins and character materials using Photoshop, Zbrush, Substance Designer, Substance Painter, and Quixel Suite. Worked primarily in Cryengine with some R&D and demo work in Unreal Engine.

The Blimp Pilots
Co-founder and Art Director
2008 - October 2013 (5 years)
Greater San Diego Area

Co founder and Art Director of iPhone app development company. We developed the 2008 best selling iPhone app 'Koi Pond', along with 'Distant Shore', 'Name in Lights', 'The San Diego Zoo's Elephant Odyssey', and 'Koi Pond HD'

Trion Worlds
Lead Artist
October 2007 - October 2013 (6 years 1 month)
Greater San Diego Area

- Defiance
Lead Artist - I worked as the Lead Environment Artist for multi-platform shooter MMO 'Defiance' (www.defiance.com). As one of the founding members of the Trion San Diego studio, my primary duties were centered around hiring and managing a team of sixteen environment artists and in-house contractors, working with our engineering team to build our proprietary world tool and lighting engine and establishing our visual bar for environments and lighting. I created heightmapped overworld terrain and terrain textures, props and lighting for many of our areas. I was heavily involved in risk and scope management for the art team, communicated with our design and code teams to help free up roadblocks, worked with our concept team to ensure that designs we received from them could be executed on within the boundaries of our engine and made sure that our game stayed within budget on all of our platforms.

I was also heavily involved in setting up outsourcing for the team. I helped to vet studios and did on-site training with our outsource partners to teach them our technology and direct them on the style of the game. I also did daily asset reviews of incoming outsourced assets and delivered notes to our external studios.

- RIFT

Environment Artist - worked during the early stages of RIFT on props, trees and structure creation.

Sony Online Entertainment
Lead Environment Artist
May 2005 - October 2007 (2 years 6 months)

- Cancelled PS3 MMO

Environment Lead - Worked with our tools and engine coders to help establish a next-gen MMO console pipeline and tool set for world building and lighting. Modeled, textured and lit next-gen style art assets for a level prototype.

- Cash Guns Chaos

Environment lead - painted all concepts for environment areas, modeled, textured and lit the cinematic set as well as various in-game levels. Scheduled and managed a team of 5 environment artists, reviewed art assets to make sure they met our quality bar and fit our style, made sure all environment assets were delivered on time and within budget.

-Freerealms

Concept and Environment artist - Created environment concept sketches and paintings for homelands for all major player character races.

-Untold Legends: Warrior's Code

Environment Lead - Modeled, textured and lit levels in Maya and Photoshop, laid out levels using our proprietary level tool, and added dynamic lights and particles. Also created level concepts, and built props. Scheduled and managed a team of 6 environment artists, reviewed art assets to make sure they met our quality bar, made sure all environment assets were delivered on time and within budget.

Midway Games
Senior Environment Artist
2004 - 2005 (1 year)

-Mortal Kombat: Shaolin Monks

Modeled, textured and lit levels in 3DS Max, worked with a small team to develop two-player design strategies and setups, placed cameras for all two-player specific areas, created level storyboards and concepts, created props

and environment animations. Also worked with a small team to develop stand-alone Vs. playable mode.

Stormfront Studios
Environment Artist
2003 - 2004 (1 year)

- Forgotten Realms: Demonstone
Modeled, textured and lit levels in 3DS Max. I was also responsible for artistically placing in-game cameras, creating pre-production designs, creating props, and helping to work out flow for my levels with the designers. I also used the level design tools on a regular basis.

Black Ops Entertainment
Environment Artist
2003 - 2003 (less than a year)

- T3: Rise of the Machines
Modeled, textured, and lit levels in 3DSMax. I also created breakable objects and placed them within my levels.

Tremble Studios
Contract Concept and Character artist
2001 - 2002 (1 year)

- Solarity (Unreleased MMO)
Worked with the developers to create 2d visual development sketches for player and non-player characters. Modeled, textured and rigged characters in Maya.

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Education

California State University Northridge
Bachelor of Arts (BA), Art and Animation · (1999 - 2002)

KCAI
Bachelor of Fine Arts (BFA), Illustration · (1995 - 1998)

Animation Academy
visual development, character design