

# James Arkwright

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## Executive Summary

A detail-oriented artist with a strong passion for video-game development. Gained experience working on a number of projects, developing a strong sense of teamwork while maintaining a focused, goal-oriented work-ethic leading to greater overall project success.

## Skills

<b>3D Applications:</b>	3DS Max, ZBrush, 3D-Coat, UVLayout
<b>Graphics Applications:</b>	Adobe CS Suite, Quixel Suite, xNormal
<b>Game Engines:</b>	Unity, UE4, UDK
<b>Traditional Art:</b>	Drawing, Painting

## Education

### George Brown College, Toronto, Ontario

- Ontario College Advanced Diploma in Game Development
- Ontario College Certificate in Art and Design Fundamentals

## Projects and Game Titles

### Blue Isle Studios (2015 - Present)

#### Environment Artist

- Working with a small, passionate team to create a visually striking game in the Unity 5 engine.
- Creating entire environments from a white-box stage to a polished, playable state with final artwork.
- Focused on creating efficient, flexible assets and modular set pieces to allow for a greater range of level-design freedom while maintaining performance.

### Freelance (2014 - 2015)

#### 2D/3D Artist

- Created in-game assets for a Unity based architectural-visualization program using physically-based materials.
- Produced 3D environment assets for a mock-game used on a Canadian drama TV series in 2014.
- Contributed assets and assisted in the final polish and launch stages of development for an iOS based educational game.

### Northern World Entertainment Software (2013 - 2014)

#### Environment Artist

“Beyond Badr”

- Created cinematic and in-game environment assets from a white-box stage through to completion for an RTS game in Unity.
- Optimized team assets and helped to maintain overall level of quality to ensure in-game performance and pipeline efficiency.
- Modeled, sculpted and textured assets to follow a stylized art style.

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## **Off Track Studios (2011-2012)**

### **Environment Artist**

“Down”

- Developed environmental props from the conceptual stage to in-game ready assets for use in a first person psychological horror/mystery game in Unreal Engine 3.
- Collaborated with teams of students to ensure overall asset cohesiveness and quality.
- Thoroughly tested early game versions to find performance issues and ensure consistent asset development.

**Interests** Visual arts, boxing and martial arts.

**References** References are available on request.