

# Richard Gardner

Environment Artist

## Curriculum Vitae



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### Contact & Personal Information

**Location:** Nottingham, UK

**Availability:** Employed

I have grown up playing games and have strived to become a developer. I'm passionate about art and committed to self-development. Working in games allows me to fulfil my need for both creativity and problem solving, whilst working within enthusiastic like minded people.

### Software Experience

#### Primary Tools

- 3dsmax
- Photoshop
- Zbrush

#### Miscellaneous Tools

- Evart 3.0, Cortex, Motionbuilder (Motion Capture)
- UnrealEd, Worldcraft (VHE), Sandbox2/3

#### Knowledge

- Vast knowledge of most major mod engines, focusing on implementation of models, textures and shaders. Also experienced in basic single player and multiplayer level designs in particular packages.
- Wide range of overall technical knowledge including level design, rigging, skinning, animation, effects and motion capture to help complement my specialisation.

### Experience

#### Crytek – Artist

November 2009 – Present

Crysis 2 - Next Gen Multiplatform

Unannounced - Next Gen Multiplatform

- Investigate new methods and troubleshoot daily problems.
- Bring polygons, draw calls, texture streaming and memory budgets all within console and pc limitations.
- Model and texture bleeding edge art under the highest expectations.
- Produce environmental particle effects and visual background vistas to theme and ground levels.
- Be responsible for a level, adding decals, effects and models making it a consistent and vibrant visual experience with strong ambient storytelling and visual flare.

#### Ubisoft – Environment Artist

June 2009 – December 2009

Driver - Next Gen Multiplatform

- Help set standards in pre production.
- Resolve issues and test the development process.
- Block out large environments, level design and referencing.
- Model and texture basic props, buildings and terrain.

### Awards

#### VisAwards - Sponsored by Ubisoft

Modelling Award 2<sup>nd</sup> Place

#### 3D Artist Magazine - Teesside University Feature (August 2009)

Environment Modelling Project Industrial Scene

### Education

**Teesside University**

**BA (Hons)**

**Creative Digital Media**

72.1% AVG / Year2

72.5% AVG / Year3

First Class Honours