**Michael Smith**

**Principal / Lead Environment Artist**

Camberley, Surrey

Email: m100smith@gmail.com

Website: <https://msarts.co.uk/07925641373>

Mob: 07925641373

A Diligent and creative Environment Artist, accumulating over 20 years of experience with an array of award-winning game credits. Began a career in the games Industry working on the PS2 Dev platform. GhostRider was Mikes first successfully released title and progressed his career further working for some of the biggest studios in AAA games.  In recent years Mike moved away from console games to work in VR development. Showcasing 4+ years of experience in the development of creating fully immersive levels in VR and has his name credited to 3 successfully released VR titles as a Senior/Principal Artist, working for Clients - Oculus / PlaystationVR and Zero Latency.

Currently now looking for more opportunities.

**Personal Details**

-------------------------------------------------------------------------------------------- Driver's License: **Yes/Car**

Eligible to work in the UK: **Yes**

Highest Level of Education: **Diploma of Higher Education**

Industry: **Game Development**

Nationality: **British**

Gender: **Male (He/Him)**

Wfh remote: **Yes**

Relocate: **Maybe**

Education

--------------------------------------------------------------------------------------------

**Graduated 1998**

Bournemouth & Poole College of Art & Design

BTec Higher National Diploma

BTEC Higher National Diploma in Information illustration/Design Bournemouth and Poole College of Art and Design September 1996 to June 1998

BTEC National Diploma in Technical Illustration Isle College Wisbech - Wisbech September 1994 to June 1996

GNVQ Intermediate C.R.C Cambridge Regional College September 1993 to June 1994 G.C.S.E.'s in Art

**Work Experience**

-------------------------------------------------------------------------------------------- **Principal/Lead Environment Artist**

Fabrik/Firesprite Games – WFH (Fully Remote) Surrey

July 2021 to Present

Department: Art

Duties include:

* Working with the Art Director/Game Director and Leads towards the creation for the vision of the game environments.
* Responsible for setting and maintaining a cohesive visual style.
* Prototyping / Blocking out levels. Working closely with Level Design, for fun level layouts and designs.
* Mentoring and inspiring other Artist's.
* To time manage, prioritise, and track both themselves and direct reports
* Ensure delivery of the environment goals set each milestone.
* Working in an Agile environment, Utilising soft skills.
* Collaborating with the Art Director towards MS Planning / Sprint Planning / High Level Goal Setting / Briefs.
* Review sessions & Feedback
* Collaborate with Tech art to full fill the production of art content
* 1 on 1 catchups
* Scrum & Kick-off meetings
* Jira – Create Tickets distribution and track / Bug Tickets distribution and verify bug fixes
* Confluence Documentation
* Playtesting Builds – Bug verifying & distribution
* Problem solving / Level optimisation understanding technical restraints

**Principal Environment Artist**

Ndreams Ltd - Surrey

Aug 2018 to Jul 2021

Department: Art

Duties include:

* lead the creation for the benchmark & vision of the environments fully realising the vision set out by with the Art Director and Game director and Leads.
* Liaise with Code and Tech Art to get tools & pipelines to support and full fill the production of art content.
* Working closely with Level Design, prototyping & blocking out full levels for fun level layouts and designs.
* Mentoring & Inspiring junior Artist's and making sure that the environments are cohesive, functional and fulfil the vision.
* Paving the way to create the most creative and exhilarating environments that you can virtually walk around, making it a fully immersive exciting experience for the player.
* Problem solving / Level optimisation
* Review sessions & Feedback
* Playtesting Builds – Bug verifying & distribution
* MS Planning / Sprint Planning / High Level Goal Setting / Briefs.
* Working in an Agile environment, Utilising soft skills.
* Jira – Create Tickets distribution and track / Bug Tickets distribution and verify bug fixes

**Freelance Artist**

WFH - Cornwall

Jun 2017 to Jul 2018

Department: Art Production

**Senior Environment Artist**

Rocksteady Studios Ltd - London

Jun 2008 to Dec 2016Department: Art Production

**2D Concept/Environment Artist**

Ubisoft (Reflections) - Newcastle

Aug 2006 to May 2008

Department: Art Production

**Environment Artist**

Bioware - Edmonton

May 2005 to Jul 2006

Department: Art Production

**Environment Artist**

Climax Studios - Portsmouth

Jan 2001 to Apr 2005

Department: Art Production

**Current Working Titles**

--------------------------------------------------------------------------------------------

* Fabrik/Firesprite: (Current) Unannounced Title
* Ndreams: Ghostbusters (VR) Pre Pod

**Published Titles**

--------------------------------------------------------------------------------------------

• PHANTOM COVERT OPS (VR)

• FARCRY – DIVE INTO INSANITY (VR)

• ARKHAM (VR)

• ARKHAM KNIGHT (PC) (PS) (XBOX)

• ARKHAM CITY (PC) (PS) (XBOX)

• ARKHAM ASYLUM (PC) (PS) (XBOX)

• DRIVER – SANFRANSICO (PS) (XBOX) (Wii)

• MASS EFFECT (XBOX)

**Personal Skills**

--------------------------------------------------------------------------------------------

* UE4/5
* PHOTOSHOP
* RESOURCING - MIRO / PURE REF
* SUBSTANCE SUITE
* 3DS MAX / Maya
* ZBRUSH
* QUIXEL SUITE
* JIRA / P4V / CONFLUENCE / OUTLOOK
* AGILE Management
* Soft Skills and teamwork
* Professional attitude and work ethic
* Mentor and Inspire junior artists to develop
* Creation of Prototype toolkits

**Other Duties**

--------------------------------------------------------------------------------------------

• Reviews & feedback to maintain quality consistency

• Level Design / Level Block outs / Prototyping / World Building: Interior / Exterior Levels in UE4/UE5

• Exploring & resourcing other pipelines & Workflows

• Research other games – Document workflows / Ref & mood boards inspiration.

• Bake Lighting workflow in UE4

• Collision / Lod Setups

• Props/Street Furniture generation

• Hard surface / Architectural generation / Organic Generation

• PBR workflow - Textures/Materials

• Low/High poly modelling

• Self-Management micro managing day to day tasks

• Creating prototype examples for pre-production

• UE4/5 Level Setups

• Sourcing 3rd party assets - Megascans

• Set Briefs, for junior artists/concept or outsourcing. Overview & goal with key Details & specifications