

Michael Smith

Principal / Lead Environment Artist

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About

A Diligent and creative Environment Artist, accumulating over 20+ years of experience with an array of successful released titles working with AA & AAA game developers.

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)**

Work location: Remote: **Yes** / Hybrid: **No** / On-site: **No**

Relocate: **No**

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 - 25 Years

Senior Environment Artist

Wargaming – (Remote Working) Surrey, UK

Aug 2025 to Nov 2025

3 month contract – working on open world maps for WoT: Heat.

Outsource Lead Environment Artist

Gunzilla Games – (Remote Working) Surrey, UK

Dec 2024 to May 2025

Reason for leaving – Unfortunately my role has ended due to ongoing restructuring on the project.

Lead Environment Artist & (Outsource)

Ballisticmoon Games – (Hybrid Working) Surrey, UK

March 2023 to October 2024

Reason for leaving – Unfortunately my role was made redundant due to no project funding.

Lead Environment Artist

Fabrik Games – WFH (Fully Remote) Surrey, UK

July 2021 to January 2023

Reason for leaving – Project cancelled, Fabrik Ltd got liquidised after Sony acquired Firesprite.

Principal Environment Artist

Ndreams Ltd - Surrey, UK

Aug 2018 to June 2021

Reason for leaving – Opportunity to work on a specific VR title and work fulltime remotely.

Sabbatical / Freelance Artist

WFH - Cornwall

Jun 2017 to Jul 2018

Senior Environment Artist

Rocksteady Studios Ltd - London

Jun 2008 to Dec 2016

Reason for leaving – Wanted a change and to move into the VR market.

Environment Artist

Bioware – Edmonton, Canada

May 2005 to Dec 2007

Reason for leaving – Wanted to move back to the UK.

Environment Artist

Climax Studios – Portsmouth Harbour

Jan 2001 to Apr 2005

Reason for leaving – Wanted to move onto next Generation of gaming at the time and gain experience.

Software

Graphics Software

- UE4 & UE5 / Adobe suite / Substance suite / Quixel suite / Maya / 3ds Max / Blender / Zbrush, Gaea 2.0 / RizomUV / Photogrammetry – RealityScan2 / DXO Photo Lab

Communicational Software

- Outlook/ Teams/ Slack/ Zoom/ Miro/ Syncsketch/ Jira/ Confluence/ P4V/ OneNote/ Google Docs

Microsoft 365 Software

- Word / Excell / PowerPoint

Duties

- Working in an agile environment
- Work task estimating & task creation, adding to Backlogs
- Reviewing & giving constructive feedback
- Mentoring Junior artists
- Problem solving
- Optimization
- Soft Skills and teamwork bonding
- Professional attitude and work ethic
- To follow and maintain environment art direction
- 3D environment concepting – Level Design / Composition / Forms / Atmosphere & mood.
- Review & give feedback
- Level Design / Level Block outs / Prototyping / World Building: Interior / Exterior Levels
- Bench marking levels
- Exploring & resourcing other pipelines & Workflows
- Research other games – Document workflows / Ref & mood boards inspiration.
- Bake Lighting workflows
- Collision / Lods / HLOD's / Nanite / Lumen
- Props/Street furniture generation
- Hard surface / Architectural generation / Organic Terrain Generation
- PBR workflow - Textures/Material shaders
- Low/High poly modelling
- Self-Management micromanaging day to day tasks
- Creating prototype examples for pre-production
- UE4/5 Level Setups
- Sourcing 3rd party env assets – Megascans, Turbosquid, Textures.com, CG-Trader, UE marketplace, Artstation, Substance Assets, Poly-Haven.
- Set Briefs, for junior artists/concept or outsourcing. Overview & goal setting with key Details & technical specifications.