**Michael Smith**

**Principal / Lead Environment Artist**

Camberley, Surrey, UK

Email: m100smith@gmail.com

Website: [www.msarts.co.uk](http://www.msarts.co.uk/) LinkedIn: linkedin.com/in/mikesmith170277

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.

Over the last 2 + years, with experience and knowledge Mike has been more focused on managing and leading outsource content for AAA games. Working with vendors such as Virtuos to name a few.

**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

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**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**

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**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 restructureing of the project. The main project focus is to review the current state of the game. Optimization and quality improvements of content across the board is nessasary and essential for the onging development of OTG. Any further content developed by Gunzilla games and external vendors has been put on hold.

**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.

Main Duties:

* Working closely with the art director, game director and discipline leads towards the development of maintaining and fulfilling a cohesive visual style for the vision of the environments.
* lead the creation of internal/external assets from concept to final quality
* Creating outsource packs & briefs
* Env art direction / Concept, blockouts/prototyping and resourcing reference photoes,
* Review the build, assess & document necessary/outstanding work
* Confluence Docs – Feedback docs, outsource packs, workflow guides, high Level Goals, Hitlists.
* Mentoring and inspiring other Artist's
* Ensure successful delivery of the environment goals set out in each Sprint/milestone
* Collaborating with the Producer/Leads towards MS Planning / Sprint Planning.
* Estimating times for all environments work related task’s & adding to the backlog
* Daily stand-ups, Scrum & kick-off meetings, weekly leads meetings, 1 to 1’s
* Time management, prioritise tasks
* Review all env work (Props, Architectural, Organic, SK Assets with feedback
* Jira – managing tickets, setout time estimates & track progress.
* Create tickets adding briefs with technical requirements and task description
* Bug verifying & distribution
* Risk assessment and problem solving
* Playtesting Builds – Validating check-ins, Buddy checking
* Problem solving - Level optimization understanding & working with technical restraints
* Reviewing final game assets in game engine and source assets in 3d modelling software.

**Lead Environment Artist**

Fabrik / Firesprite – WFH (Fully Remote) Surrey, UK

July 2021 to January 2023

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

Main Duties:

* Working with the Art Director/Game Director and Discipline Leads towards the development of maintaining fulfilling a cohesive visual style for the vision of the game environments.
* Prototyping / Blocking out levels. Working closely with Level Design, for fun level layouts and designs.
* Mentoring and inspiring another Artist.
* To time manage, prioritise, and track both themselves and direct reports
* Ensure delivery of the environment goals set each milestone.
* 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
* Daily stand-ups, Scrum & kick-off meetings, Weekly leads meetings, 1 to 1’s
* Jira – Jira – Create task tickets adding briefs & descriptions & assign with the producer
* Confluence Docs – Art packs, Outsource packs, workflows, high Level Goals, Hitlists
* Playtesting Builds – Bug verifying & distribution
* Problem solving / Level optimisation understanding technical restraints

**Principal Environment Artist**

Ndreams Ltd - Surrey, UK

Aug 2018 to June 2021

Reason for leaving – To go & work on a specific VR title and work fulltime remotely.

Main Duties:

* 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

Reason for leaving – Work dried up.

**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.

**Personal Skills**

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* UE4/5, Photoshop, Substance suite, Maya / 3ds max, Zbrush, Quixel suite, Gaea
* Jira / P4V / Confluence / Outlook / Teams / Slack
* Resource management - Miro / Pure Ref
* Agile management
* Work task estimating & task creation, adding to Backlogs
* Reviewing & giving constructive feedback
* Mentoring Junior artists
* Problem solving, thinking outside the box
* Soft Skills and teamwork
* Professional attitude and work ethic
* Mentor and inspire junior artists to develop
* Environment Art direction
* 2D / 3D Concepting – Level Design / Composition / Forms / Atmospheres.

**Other Duties**

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• 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 / UE5

• Collision / Lod Setups / HLOd’s

• 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.

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