DAN HARGREAVES

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LinkedIn

SENIOR ENVIRONMENT ARTIST

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SUMMARY

I'm a highly motivated and passionate individual who's always looking to push myself artistically and technically within a studio environment. I have 7+ years of experience as an environment artist, focusing mainly on level art, working on several AAA projects over the full production cycle.

EXPERIENCE

CD PROJEKT RED   CYBERPUNK 2077

AUG 2016 - PRESENT   ENV ARTIST > SENIOR ENV ARTIST

- Responsible for level art for a selection of main quests locations and a small part of Kabuki
- Heavy collaboration between LD, Quest, Concept, Lighting and Gameplay departments for locations
- Saw through the whole pipeline of the project – from early pre production to polish
- Mentoring more junior members of the team
- Providing feedback and improvements for certain workflow and engine tools during early production
- Creating and maintaining documentation to help the wider environment team
- Optimisation and debugging

UBISOFT REFLECTIONS   TOM CLANCY'S THE DIVISION + DLC

AUG 2014 – JUL 2016   JUNIOR ENVIRONMENT ARTIST

- Collaborated with a level designer to take art ownership of the Turtle Bay district from start to finish
- Worked with level designers whitebox to create unique, interesting and fun play spaces within Turtle Bay
- Responsible to several environment locations for the Underground DLC
- Engage closely with leads, art directors and narrative to insure a cohesive and compelling environment
- Created and maintained car template system to improve workflow for other artists and level designers
- Produce a selection of 3D assets and textures adhering to PBR workflow and technical requirements

PLAYGROUND GAMES   FORZA HORIZON 2

MAY 2014 – AUG 2014   3D GENERALIST

- Finalised the creation and cleaned up the terrain from the multiple outsourcing teams
- Optimisation and debugging

EDUCATION

DE MONTFORT UNIVERSITY   BA(HONS) GAME ART DESIGN

2011 - 2014   FIRST CLASS WITH HONOURS

SKILLS

Hard Surface Modelling	Unwrapping	Level Art
Sculpting	PBR Texturing	Lighting
Lowpoly Modelling	Node Based Texturing	Documentation

SOFTWARE

3DS Max	Substance Designer / Painter	XNormal
Maya	ZBrush	JIRA
Photoshop	Topogun	Various Game Engines