

KAREN STANLEY

Environment Artist

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About:

I am a 3D environment artist that has been in the industry for nearly 3 years. I enjoy creating organic and hard surface environments for use in game. I also like researching, investigating and helping implement new pipelines and tools to aid in creating game assets.

Programs & Skills:

Engines:

- Cryengine 3
- Unreal 4 & UDK
- Marmoset Toolbag
- Proprietary

Tools:

- Maya/Max
- Zbrush
- Substance
- Photoshop
- Xnormal
- World Machine

Pipeline:

- Perforce / SVN Version control
- PBR Texturing for Next Gen
- High to Low poly workflow

Experience:

Sony Computer Entertainment Europe - London Studio

- October 2015 - Present

Environment Artist

- June 2014 – October 2015

Junior Environment Artist

Bosskey Productions

- 2015/2016

Freelance Texture Artist

Rewind Fx

- May 2014 - June 2014

Freelance Generalist

Awards & Achievements:

- MCVs Awards "Rising Star" 2016
- BAFTA Games Juror for Artist Achievement Award 2016
- Featured in Issue 78 of 3D artist
- GDC 2015/16 Marmoset Toolbag 2/3 Artist Showcase
- Featured in Art by Papercut's VERTEX 2 Pimp Pages – Page 121

Education:

University of Hertfordshire (UH Animation) - BA in Games Art

September 2011 - May 2014

Acquiring advance 3d pipeline knowledge for games

Acquiring advance knowledge in artistic practices such as Colour theory and Composition