

Victor Cortis

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Objective

To obtain a position creating stunning visuals, that fully utilizes my technical, artistic and communication skills to become a long-term asset to the company.

Job Experience

Carbine Studios, Aliso Viejo, CA

Environment Designer - *Creators of Wildstar*

July 2012 – Oct. 2014

- Design structural and natural layouts that create compelling gameplay by collaborating with other designers and artists
- Model, set dress and terrain sculpt levels in Carbine's proprietary tool Genesis and XSI: Softimage from a greybox phase to final product
- Use Carbine's plug and socket system to craft interchangeable housing FABkits and over world phase changes
- Apply VFX and animation when creating assets that synergize and evolve with story and combat
- Foster communication and workflow improvements between departments

38 Studios, LLC, Providence, RI

Environment Artist - *Creators of Reckoning and Project Copernicus*

May 2010 – May 2012

- Build, set dress and light levels in UE3 from whitebox to polish while collaborating with content designers to verify zone flow and gameplay spaces meet standards
- Supervise and mentor a small team of 2-3 artists on the worldbuilding pipeline while managing scrum documentation, preparing reviews, completing revisions, handling zone aesthetics and passing all technical specifications on schedule
- Establish and implement ground scale foliage workflows in correlations with Client Engineers and train the worldbuilding team in its best use and practices
- Work within an established art style to render hand-painted texture atlases and terrain decals in Photoshop
- Create game ready props, modular structures, and foliage that adhere to proper collision, naming conventions, tri-counts and LOD setups using Maya, Speedtree and Zbrush
- Communicate and work with technical artists in developing new master materials and shaders

Information Technology at Purdue, West Lafayette, IN

DLC Lab Assistant - *Provides Purdue University with quality IT services*

Jan. 2008 – Dec. 2009

- Assisted patrons with specific software inquiries and video editing tools, including Maya, Photoshop, and After Effects
- Distributed and troubleshoot hardware and technology, as well as proprietary software

Gabriel Entertainment, Indianapolis, IN

Art Intern - *A seasoned game developer and interactive marketing group*

Summer 2007

- Contributed to vector art and animation of PC Game Rock Tour Tycoon: World Tour
- Performed quality assurance testing for the PC title Ride! Carnival Tycoon

Education

Purdue University, West Lafayette, IN

Dec. 2009

Bachelor of Science in Computer Graphics Technology
Minor in Management, and Art and Design
GPA 3.27/4.0