

# Serozh Sarkisyan

Environment Artist

[www.threedyzero.com](http://www.threedyzero.com)

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## Objective

To be an environment artist for leading game company and contribute to its success while learning new skills and meeting new people.

## Skills

### *Modeling*

- Ability to model high resolution and low resolution models
- Generate high quality normal maps for use in games

### *Texturing*

- Ability to create high quality textures by hand or from photo sources

### *Shaders*

- Ability to create low to medium complexity shaders in Unreal 3

## Software

Extremely proficient in 3D Studio Max, Photoshop, and Zbrush  
Ability to model in Maya as well as 3DS Max  
Adept at using Unreal Editor 3

## Experience

Environment Art Intern (2008 – Present)

Infinity Ward, Untitled Project

- Modeled/textured environment assets.
- Familiarized myself with new pipeline (exporting, importing, materials, etc)
- Used Perforce
- Used Xbox 360 Development Kits

Environment Artist

Isopod Labs, Untitled Project

- Created low poly and high poly assets
- Texturing
- Used custom DirectX shaders for in game assets
- Limited use of Xbox 360 Development Kits

Isopod Labs, Vigilante 8 Arcade

- Created destroyed states for in game assets

Game Wizards, Boilerplate

- Served as Lead Environment Artist/Level Artist
- Led a team of 25-30 people
- Directed visual style of the game
- In charge of asset creation
- Designed and populated entire multiplayer level

Game Wizards, Legion

- Created quality, game ready models and textures
- Worked with team of 20-30

## Education

Bachelor of Science, Game Art and Design (July 2006- June 2009)

Art Institute of California – Los Angeles

- Dean's Honor Roll
- Sustained 3.9 Cumulative GPA
- Best of Quarter for
  - Proportion & Perspective
  - Game Modeling
  - Character Modeling