

## William W Sweetman Environment Artist

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*I am an experienced game artist with over 5 years of experience and 4 shipped titles. I enjoy being part of the creative process of game development and do my best to ensure my contribution is of the highest quality.*

### **Objective :**

To find a job as an environment artist, where I can continue to build my skill set and help bring a creative vision to fruition.

### **Related Experience :**

*Senior Artist:* Frozen Codebase (July 2008 – Present)

- Lead and took part in various teams ranging from 12 to 15 developers.
- Responsible for general mentoring and maintaining continuity on each project
- Main Responsibilities : Assisted in developing games visual style, established art guidelines and best practices for environment art creation, created tile sets and materials for various environments and props,

*General Artist/Designer:* Frozen Codebase (November 2007- July 2008)

- Lead and took part in various teams ranging from 7 to 20 developers.
- Helped develop an original IP, Zombie Wranglers
- Main Responsibilities: Created environments for a 3<sup>rd</sup> person action game and a isometric strategy game, establish visual style and maintain creative vision for Zombie Wranglers.

*Art/Design Intern:* Frozen Codebase (July 2006 – November 2007)

- Conceptualized characters and environments
- Built and texture various game environments
- Created visualizations for game interfaces

*Texture Artist :* Battlefield 40K (January 2006 – July 2006)

- Created textures for in game assets

## Education:

Bachelors of Science: Digital Entertainment and Game Design

- ITT Technical Institute
- GPA
- High Honors

Associates of Science: Multimedia

- ITT Technical Institute
- GPA
- High Honors

## Shipped Titles:

- ScaryGirl (Playstation 3, Xbox 360, PC) 2012
- BurgerTime: World Tour(Xbox 360, Playstation 3, PC, Wii) 2011
- Kick-Ass: The Game: (Playstation 3) 2010
- Zombie Wranglers: (Xbox 360) 2009
- AC-130: Operation Devastation (PC) 2009
- Screwjumper (Xbox 360) 2007

## Other Projects:

- Current Project – Action Platformer (Ios)
- Metalocalypse: Dethgame (Xbox 360/Playstation 3)
- Battlefield 40k (PC, Battlefield 2 Modification) 2006

## Technical Skills:

Software Packages

- 3D Studio Max (Advanced)
- Adobe Photoshop (Advanced)
- Z-brush (Beginner)

Game Engines

- Unreal 3 (Intermediate)
- Vicious Engine 1 and 2 (Advanced)
- Unity Engine ( Intermediate)