

Holt J Harper

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Online Portfolio - www.holtharper.com

Skills

3D Modeling - creating characters, creatures, and environment assets using most 3D packages

Texture Mapping - creating UV maps, and advanced textures including normal maps

Sculpture - traditional techniques including clay, wax for casting, wood and welding

Drawing - life drawing and creative works in both traditional and digital media

Tools - Using varied tools in production and helping to design an art development pipeline

- 3D - Maya, 3ds Max, ZBrush, Mudbox
- 2D - Adobe Photoshop, xNormal
- Game Engines - Unreal Engine, Cryengine, Valve Source SDK, Unity

Work Experience

Airtight Games

Environment Artist - 2013 to 2014

Chief environment artist for pre-production of new flight combat game; planning and authoring modular environments. Model and texture high quality realistic assets for noir adventure game Murdered: Soul Suspect. Author and drive set dressing and environment revisions for design changes, increased visual quality and performance on previous and current-gen consoles.

Gas Powered Games

Senior Environment Artist - 2009 to 2012

Sculpt high resolution 3d models and game assets for Microsoft's Project Spark. Supervise interns maintaining game style and quality. Design, model and texture RTS game environments (Supreme Commander 2, Age of Empires: Online and Kings & Castles). Use proprietary tools to sculpt and decorate 3rd person platforming environments. Integrate hundreds of models from outsource, unifying texture, mesh and LOD look and feel.

Microsoft Game Studio

Test Associate 2 - 2007

Use proprietary testing tools to check tracks for collision and display errors, and ensure that cars and tracks accurately reflect their real world counterparts (Project Gotham Racing 4).

Liquid Development

Freelance 3D Artist - 2006

Create models, normal maps and advanced textures for next-gen games (Mass Effect, Guitar Hero 2 and The Bourne Conspiracy).

Education

The Art Institute of Portland

Bachelor of Science in Game Art & Design - 2003 to 2006

Traditional art, 3d modeling, animation, game theory and art pipeline practices.

Occidental College

2000 to 2001

Traditional art, sculpture, film and art history.