

Douglas Fowler  
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Environment Artist

I am a driven 3D Environment Artist, with the goal of being the best I can possibly be at it. My main career goal is to be a valuable member of a team that makes excellent games.

#### Relevant Skills:

3DSMax - Modeling, Rendering, Materials  
ZBrush - High Poly Modeling, Rendering  
Maya - Modeling  
UDK - Importing Assets/Textures, Level Building, Shaders  
Photoshop - Texture Painting, Image Manipulation

#### Relevant Experience:

Game Masons - Untitled Racing Game - 3D Modeler

- Use 2D profile drawings of cars to model them.
- Extrapolate information to both model and texture the non-visible parts of the cars.

Team UZ - Unending Zero - Environment Artist

- 🔫 Model and texture environment assets.
- 🔫 Apply creative thinking to create interesting silhouettes for game assets.
- 🔫 Make changes based on critiques from the project and art leads

G<sup>3</sup> - game.run() - Game Artist, Programmer, Level Designer

- Make tiles to build the world from.
- Design levels to make interesting and exciting use of game mechanics.
- Create sprites in pixel art style.
- Write game code in GML.

VivAndy Games - Mystic Rumble - Game Designer

- ⚡ Communicate with Art and Technical Leads to sustain a cohesive goal.
- ⚡ Collaborate with design team to create game mechanics that suit the platform.
- ⚡ Collect playtester feedback and utilize it in adjusting the balance and pace of the game.

#### Other Work Experience:

Adidas - Sales Associate - 2012 to Current

- ▲ Patrol sales floor to be available for customers and maintain cleanliness.
- ▲ Stay aware of new technologies in footwear and apparel and inform customers about them.

GameStop - Game Advisor - 2011 to 2012

- GS Keep game boxes organized on shelves.
- GS Process game trade-ins and keep them properly back-stocked.
- GS Upkeep an ongoing knowledge of games and be able to recommend games that are relevant to what the customer wants.
- GS Educate parents about ESRB ratings and what they mean.

County of Ventura - Student Aide - 2005 to 2010

- ▽ Scan maps archive for digital storage.
- ▽ Assist researchers in finding and reading archived maps and documents.