

# Stephen Booth

## Environment/Texture Artist

www.stephenboothart.com

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**Objective Statement:** Seeking a position as an environment artist so that I can create a world where players can feel immersed.

### Education

The Art Institute of Atlanta Atlanta GA  
BFA Game Art and Design (GPA: 3.1) June 2008  
President's List (Fall 07) Dean's List (Fall 04) Honor Roll (Winter 05)

Carrollton High School Carrollton GA  
Diploma (GPA 3.7) May 2004

### Skills

- Autodesk Maya
- 3D Studio Max
- Adobe Photoshop
- Adobe Illustrator
- Pixologic ZBrush
- Crazybump
- Adobe Dreamweaver
- Adobe After Effects
- Unreal 3 Editor
- Unreal 2004 Editor
- Crysis Editor
- Valve Hammer Editor
- Unreal 2004 Scripting
- Microsoft Project
- Microsoft Office
- Environment Concept Art

### Employment

Inventory Assistant Tanner Grocery Aug. 04 - Sep. 04  
Carrollton GA  
- Organize Inventory and assisting with incoming deliveries.

### Mod Projects

Art Director DM Express Jan. 08 - March 08  
- Design and guide the team with aesthetic feel to the level (colors, art style)  
- Model and Texture level assets.

Environment Artist Uruwashi Oct. 07 - Dec. 07  
- Model and Texture level assets.

World Builder Aztec Red July 07 - Sep. 07  
- Level pipeline management.  
- Asset management and placement in game engine.  
- Implement and manage lighting and color scheme.

### Experience

Alpha play testing for Hi-Rez Studios: Global Agenda  
Alpharetta, GA Feb. 08-Current

### Awards

Best Portfolio Award for Game Art and Design Spring 08  
Outstanding Academic Performance for Game art and Design Spring 08

### Clubs/Activities

Game Mod and Design Club  
Georgia Game Developers Association