

Stephen Booth

Environment/Texture Artist

www.stephenboothart.com

(c) (678) 522-2191 stephenbooth@bellsouth.net

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

Mod Projects

3D Artist Warm Gun (UT3 Mod) Mar. 09 – Current
(For more information: www.emotionalrobots.com)

- Model and texture props/environment assets.
- Create tiled textures.

Texture Artist Tactical Assault (UT3 Mod) Oct. 08 – July09
(For more information: www.tactical-Assault.com)

- Model and texture environment assets.

Art Director DM Express (UT2004 Mod) 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 (UT2004 Mod) Oct. 07 - Dec. 07

- Model and texture level assets.

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