



JEFF PARKER

ENVIRONMENT ARTIST

CONTACT

- **PHONE:** 714-783-6272
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- **ADDRESS:** Woodland Hills, CA

PROFESSIONAL SUMMARY

Accomplished Environment Artist with a proven track record from Infinity Ward, skilled in Environment Optimization and collaborative projects. Excelled in creating immersive landscapes, utilizing both technical expertise in Modeling/Sculpting and a keen eye for Texturing. Driven to exceed production goals and elevate visual storytelling.

REFERENCES

Pedro Flores - Infinity Ward

Roxana Bracamontes - Infinity Ward

Christian Nakata - Naughty Dog

WEBSITE, PORTFOLIO AND PROFILES

- [linkedin.com/in/jeff-parker1](https://www.linkedin.com/in/jeff-parker1)
- www.jeffsportfolioart.com

PROGRAMS

- Maya
- Substance Painter and Designer
- Unreal
- Zbrush
- Houdini

SKILLS

- Modeling / Sculpting
- Texturing
- Environment Design

EXPERIENCE

Environment Artist

08/2020 - Present

INFINITY WARD, Woodland Hills, CA

- Modeled and textured periph/vista versions of environment buildings so that they are optimal at a distance while still maintaining the detail of the original
- Created large scale vistas and periph landscapes with custom made models and materials to enhance the scenery and immersion of the playspace
- Assisted in level art creation using blockouts made in Maya and in Radiant, Infinity Ward's proprietary software
- Collaborated with other artists to create detailed environments that meet production deadlines.

Freelance 3D Artist

06/2020 - 08/2020

JP CONNELLY, Remote

- Created 3D models for a variety of projects, utilizing software such as Maya and Zbrush.
- Assisted other artists by modeling furniture, props, and other assets to be used in their environments
- Optimized scenes for Unreal by reducing polygon count and increasing texture resolution where needed.
- Worked closely with other artists to meet deadlines on tight timelines.

Associate Environment Artist

10/2019 - 03/2020

NAUGHTY DOG, Santa Monica, CA

- Modeled distant versions of high-res buildings and props
- Textured buildings and environments using trim cards, bakes, and tileable materials
- Applied set dressing to numerous environments
- Assisted other artists in solving bugs and other issues within levels

EDUCATION

GNOMON SCHOOL OF VISUAL EFFECTS, North Hollywood, CA

Sep 2019

Certificate: Digital Production - Games

CALIFORNIA STATE UNIVERSITY, CHICO, Chico, CA

May 2015

Bachelor of Science: Applied Computer Graphics