KURT KUPSER

3D Environment Artist

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Key Qualifications

- Knowledge of Multiple Workflows, Including High to Low Poly and Physically-Based Rendering
- Ability to Translate 2D Concepts and Art into 3D Models
- Strong Analytical and Problem-Solving Skills with an Eye for Detail
- Texturing Objects to Mimic Real Surfaces and Create Realistic Material Feedback
- Strong Sculpting Skills
- Exceptional Work Ethic, Self-Discipline and Sound Judgement
- Ability to Create and Adhere to Self-Imposed Deadlines
- Created Modular Assets to be Populated in Levels

Work Experience

Environment Artist, EA Motive – *Montreal, QC* **Apr 2016 to Current**

- Creating high quality environment assets to be used by level artists
- Utilizing photogrammetry to generate 3D scanned assets, then create game ready meshes and PBR textures
- Making procedural textures using Substance Designer
- Shader creation and lookdev
- Working with tech art to ensure the game runs at target frame rate and resolution

Environment Artist, The Coalition - *Vancouver, BC* **Jan 2015 to Mar 2016**

- Creating high and low poly models, tiling textures, trim sheets and foliage
- Creating tiling textures and trim sheets, ensuring proper texel density for environments and consistent scale of detail
- Efficiently laying out UVs, and baking normal maps
- Creating physically based textures and materials
- Creating shading networks in Unreal 4
- Outsource management, art direction and visual standard establishment
- Creating tools for artists to streamline production

Environment Artist, Skunkwerks Kinetic - *Vancouver, BC* **Oct 2014 to Aug 2014**

- Produced modeling, texturing and pre-production for a new title
- Assisted studio in transitioning to physically based shading model
- Worked in Unreal Engine 4; importing assets and creating shaders

Environment Artist, Electronic Arts Canada - *Burnaby, BC* **Jan 2014 to Aug 2014**

- Modeling, texturing and lighting stadiums and props for FIFA 15
- Assisted in training new employees
- Helped to create and improve tools for production
- Troubleshooting to fix bugs

Software Knowledge:

- Maya
- Zbrush
- Photoshop
- Unreal Engine 4
- Perforce
- After Effects
- Marvelous Designer
- Knald
- Keyshot
- JIRA
- Quixel Suite
- Substance Designer
- Mightybake
- 3D Coat
- Mudbox

Education

British Columbia Institute of Technology - *With Honours* Certificate: Digital Animation Program