

John Valenti

3d Environment Artist

(585) 317 5329

Email: aajohnny3d@gmail.com

<http://johnvalentiart.com>

Professional Summary

- Self-Taught
- 7+ years of Video Game development and art
- Story-driven Environment and Asset Creation
- Proficiency in World building, Environment Art, and Environment Design
- Experience with High and Low poly modeling, Sculpting, Texturing, Optimization, and Map extraction
- Skills in both Hard surface and Organic modeling
- Experience with the Next-Generation pipeline (Physically Based Rendering, etc)
- Strong knowledge of color, form, and structure
- Fluent in English as first language
- 5 shipped titles with experience closing out projects

Software

- 3ds Max, Maya, Modo
- Zbrush, Mudbox
- Photoshop, nDo2, dDo, Substance Designer & Painter
- Unreal Engine, Cryengine, Unity, Creation Kit
- Xnormal, Handplane

Experience

5 Shipped Titles on Mobile, Console and PC platforms:

- **Warm Gun** (Emotional Robots Inc.)

<https://itunes.apple.com/us/app/warm-gun/id422088284?mt=8>

- **Warm Gun: COB** (Emotional Robots Inc.)

<https://itunes.apple.com/us/app/warm-gun-cob/id459014545?mt=8>

- **Chicken Coup** (Trendy Entertainment/Puppy Punch Productions LLC)

<https://itunes.apple.com/us/app/chicken-coup/id406166873?mt=8>

- **InMomentum** (Digital Arrow)

<http://store.steampowered.com/app/110400/>

- **Fallout 4** (Bethesda Game Studios)

<https://www.fallout4.com/>

<http://store.steampowered.com/agecheck/app/377160/>

Bethesda Game Studios

September 2014- Current

World Artist (In-house Full-time)

- World Building
- High and Low poly prop creation
- High poly to low poly map extraction (Normal, Diffuse, Specular, Gloss)
- Next-Gen Pipeline using Physically based rendering, etc.

Crytek USA

January 2014- September 2014

Environment Artist (In-house Full-time)

- World Building
- Environment Design
- Asset Optimization
- High and Low poly prop creation
- High poly to low poly map extraction (Normal, Diffuse, Specular, Gloss)
- Next-Gen Pipeline using Physically based rendering, etc.

Game Textures

July 2012-2014

Texture Artist- (Remote Contract)

- Create High quality, Tileable Textures that can be used in video games
- Use High poly modelling to extract textures from (AO,Normals, Cavity, etc)

Streamline studios

March 2013-April 2013

3D Environment Artist- (Remote Contract)

- Environment Prop creation
- High poly to low poly map extraction (AO, Normal, Diffuse,Specular)
- Optimization of assets
- Unannounced (PC,360,PS3) title

Emotional Robots Inc.

October 2011-May 2012

3D Environment Artist- (Remote Team)

- Optimization of Assets for Mobile Platforms
- Creation of Low poly models
- World Building
- High poly to low poly map extraction (AO, Normal, Diffuse, Specular)
- Navmesh creation

Digital Arrow

April 2011-October 2011

3D Environment Artist- (Remote Team)

- Creation of Low poly models
- High poly to low poly map extraction (AO, Normal, Diffuse, Specular)

Awards & Recognition

- **2x Feature on Polycount**
<http://www.polycount.com/2012/08/03/weekly-recap-26/>
<http://www.polycount.com/2012/08/13/ndo2-tutorial/#more-10246>
- **2x Feature on Gametextures**
<http://gametextures.com/blog/2014/06/17/beginners-guide-to-using-gametextures-materials-in-cryengine/>
- **2x Feature on Quixel:**
[http://www.quixel.se/forum/showthread.php?9-nDo2-workflow-\(-udk\)](http://www.quixel.se/forum/showthread.php?9-nDo2-workflow-(-udk))
<http://www.quixel.se/forum/content.php?151-Friday-Feature-John-Valenti>
- **1x Feature on Gnomon School:**
<http://www.gnomonschool.com/blog/3d-modeling/4-lessons-you-can-learn-from-professional-3d-art-portfolios>
- **1x Feature on Unreal Engine (Facebook)**
- **1x Feature on Level-design**
<http://level-design.org/?p=1191>

