

Kristy Romero

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3D ENVIRONMENT ARTIST

Objective

I want to become the best environment artist I can be, creating realistic, high detail scenes from concepts. I love creating immersive areas for players to explore.

Experience

Carbine Studios – Wildstar

Junior Artist (June 2010 – August 2010)

Associate World Artist (September 2010 – Present)

Responsibilities:

- Using proprietary tools, sculpt, texture, and colorize terrain to create a world area based on concept art and level design specifications
- Place 3D assets within the sculpted world to further build out playable spaces ranging from towns and villages to forests and deserts
- Work with content design to ensure that art spaces contain appropriately themed assets to support the content and quests
- Decorate interior spaces to further support the surrounding world and content
- Create sets of low lying models such as grass and flowers to provide additional detail on various types of terrain

Personal Projects

Environment Artist

Responsibilities:

- Create high poly and low poly models in 3D Studio Max, Maya, and Zbrush, as well as projection mapped high poly models on to low poly models; also created objects with fully functioning lightmaps
- Create high quality texture pages in Photoshop for diffuse, normal, and specular maps, both hand painted and from photo sources
- Work on lighting complete areas
- Create custom gameplay using Kismet, complex shader networks, and particle systems in Unreal 3 and the Unreal Development Kit
- Taught fellow students how to create complex shader networks

Game Wizards – Starfall (September 2008 – June 2009)

Concept Artist

Responsibilities:

- Research extensively Roman architecture and work with other artists to meet the challenge of melding Roman culture with a futuristic space-faring civilization to nail down an art style for the level
- Design props for modeling team, taking into account the need for tileable object sets, objects that fit into a specific theme and environment, and alternating views of objects
- Work in team environment of up to 30 people, communicating ideas for new objects and meeting the needs of the modeling team for specific object concepts
- Help meet production goals by bringing new artists up to speed on what was still needed for the level

Skills

- Photoshop
- 3D Studio Max
- Maya
- Softimage
- Zbrush
- Unreal 3 Engine
- Unreal Development Kit

Education

Art Institute of Los Angeles

Bachelor of Science in Game Art and Design

- President's Honor Roll (4.0) for four different quarters
- Dean's Honor Roll
- 3.9 GPA
- Best of Quarter Winner
 - Proportion and Perspective
 - Fourth Quarter Portfolio