

JUSTIN WALTERS

ENVIRONMENT ARTIST

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EXPERIENCE

Certain Affinity (2014 - Present)

UNANNOUNCED PROJECT

ENVIRONMENT ARTIST

- World Building
- Modeling
- Texturing

DOOM (PC / PS4 / XBOX ONE)

ENVIRONMENT ARTIST - MULTIPLAYER

- World Building
- Modeling
- Texturing

HALO: THE MASTER CHIEF COLLECTION (XBOX ONE)

ENVIRONMENT ARTIST (HALO 2: ANNIVERSARY - MULTIPLAYER)

- World Building
- Modeling
- Texturing

Monolith / WB Games (2013 - 2014)

MIDDLE-EARTH: SHADOW OF MORDOR (PS4 / XBOX ONE)

ENVIRONMENT ARTIST

- World Building
- Modeling
- Texturing

BioWare / EA (2008 - 2012)

STAR WARS: THE OLD REPUBLIC (PC)

ENVIRONMENT ARTIST

- World Building
- Modeling
- Texturing
- Outsource Supervision
- Lighting
- Optimization

EDUCATION

Vancouver Film School (2007-2008)

VANCOUVER, BC, CANADA.

Diploma in 3D Animation & Visual Effects with a Modeling specialty.

Iowa State University (2001-2005)

AMES, IA

BFA in art and design with an emphasis on drawing and painting.