

# DAVID HOLLAND

## ENVIRONMENT

### ARTIST

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Passionate about environments for games. Skilled in both traditional and digital mediums, I am a keen concept and environment artist. Currently working at Ubisoft Reflections on Tom Clancy's: The Division.

## Current Employment

### Ubisoft- Environment Artist

08/2014 - Present

Responsible for level art, specific asset creation and overall implementation in mission locations. Working closely with the design team to create interesting, aesthetically pleasing player spaces.

#### Titles Worked On

Tom Clancy's: The Division

PS4/ Xbox One/ PC

## Relevant Experience

### Crytek- Environment Artist

11/2012 - 08/2014

My role sees me contribute to the creation of high quality 3D assets and environments for Homefront: The Revolution. In collaboration with the design team I create and maintain large areas of the open world map from the initial block out to the finished product. Other responsibilities include the creation of props, textures and giving feedback on outsourced assets.

#### Titles Worked On

Homefront: The Revolution

PS4/ Xbox One/ PC

### Climax - Environment Artist

03/2011 - 10/2012

One of the primary environment artists on 'Bloodforge', responsible for initial concept art and greyboxing through to final assets and level creation, mood and art style. Other responsibilities include: Assisting with matinee sequences, managing and polishing outsourced assets, marketing materials, and optimisation. Worked on several unannounced titles, for console and PC.

#### Experience includes:

Modelling: Organic, architectural, mechanical, props, low/high-poly, Zbrush sculpting.

Texturing: Hard surface, organic, normal/diffuse/specular maps, hand painted/photographic reference textures.

Level Creation: UDK, landscape sculpting, lighting, level streaming, collision, composition, material creation.

Concept Art: Visualisation, lighting, mood, colour, composition, storyboards, traditional and digital.

#### Titles Worked On

Bloodforge

XBLA

Legacy Of Kain: Dead Sun (cancelled) PS3/ Xbox 360/ PC  
Unannounced PS3/ Xbox 360/ PC/ XBLA

06/2008 - 06/2009

### Disney Interactive Studios - Production Intern

Responsibilities include: Creation of greenlight presentations, concept art, marketing materials, idea generation for new games and testing. Assisted with direction of art style, mood and visualisation of games in development.

#### Experience Includes:

Art: Presentation layout, illustrating game mechanics, marketing posters and promotional material.

Design: Generate and flesh out game concepts.

Testing: Critical play throughs, feedback on playability, suggested improvements.

#### Titles Worked On:

Disney Universe	Xbox 360/PS3/Wii
Gforce	Xbox 360/PS3/Wii/DS/PSP
Alice in Wonderland	Wii/DS
Split Second	Xbox 360/PS3
The Sorcerer's Apprentice	DS

### Other Work Experience

Company	Position Held	Dates
Harrods Window Display	Freelance Illustrator	07/2010-08/2010
Hawthorne Timber Mill	Day Labourer	07/2010-09/2010
Thompson's Fish and Chips	Counter Staff	06/2002-08/2006

### Software

Photoshop	Advanced
3DS Max	Advanced
xNormal	Advanced
CrazyBump	Advanced
Cryengine 3	Advanced
Unreal	Intermediate
MudBox	Intermediate
Zbrush	Intermediate
Maya	Intermediate

### Education

Teesside University 2006-2010

BA Computer Games Art

1<sup>st</sup> with honours

Hornsea Secondary School 2004-2006

A Levels

A, B, C

## Other Skills

I am a very driven artist and dedicated to creating high quality artwork. I pick up new software with ease and am always happy to put in the extra hours. I work well in a team, enjoy learning from other people's experiences and am glad to help others when necessary to ensure the success of a project. I am organised, efficient and confident working to tight deadlines.

## Personal

During my spare time I enjoy researching new artistic techniques and working on personal projects. I also enjoy playing video games, painting, sketching, films, cycling and kayaking.

<b>Date of Birth</b>	05/03/1988
<b>Nationality</b>	British

**REFERENCES AVAILABLE UPON REQUEST**

