

Eric Testroete - Environment Artist

eric@testroete.com

www.testroete.com

Objective:

To produce creative and innovative games. To be challenged during the process and to challenge the people around me. To further advance my skills as an artist and as a leader.

Skills:

- 14 years experience in the game industry
- Self motivated and works well with a team
- Strong technically, excellent problem solver
- Enjoys mentorship and sharing knowledge

Extensive knowledge in the following software packages:

- 3ds Max - Since 1.2 and DOS R4 before that
- Photoshop - Since version 4

Working knowledge in the following packages:

- Maya - 2 years
- Mudbox - 2 years
- Zbrush - 3 years

Other programs include:

- Vray
- Havok
- Sony Vegas
- Adobe Lightroom
- Dreamweaver
- Excel

Work Experience:

Electronic Arts - Environment Artist: 2013 - Present

FIFA 15

- Lighting Environments using internal tools
- Modeling and texturing of environments

2014 FIFA World Cup

- Blocking of Environments using Maya 2013
- Modeling and texturing of environments

Relic Entertainment - Artist III: 2009 - 2012

Dark Millennium Online (PC)

- Modeled and textured modular sets
- Involved with design of modular sets
- Built various props
- Dressed and lit environments including effects
- Wrote internal tutorial on building procedural rocks using 3ds Max and Zbrush

Space Marine (Xbox360, PS3, PC)

- Modeled and textured worlds and vehicles
- Spearheaded shader design for vehicles
- Worked closely with rendering programmer to troubleshoot shader issues
- Modeled and textured multiplayer MP/Co-Op maps, working closely with designers
- Worked with and helped to improve the internal engine/editor by sending feedback to engineers
- Worked closely with tool programmers to improve pipeline and workflow for artists
- After Space Marine, I was sent to Valhala Games in Tokyo, to assess the production pipeline for Devil's Third since they used the same pipeline and tools. I produced a report for THQ.

Deep Fried Entertainment - Senior Artist: 2006 - 2009

Unannounced Project (Wii)

- Modeled and textured worlds using 3ds Max 8, Photoshop
- Setup lighting complete with baked lightmaps
- Created animated texture effects such as water.
- Modeled, textured and animated interactive props

MLB Superstars (Wii)

- Modeled, textured and lit worlds using 3ds Max 8, Zbrush, Photoshop
- Created animated texture effects such as water and flags.

2K9 MLB Fantasy Allstars (DS)

- Modeled, textured and lit worlds using 3ds Max 8, Photoshop
- Modeled, textured and animated props used for NIS's

2K8 MLB Fantasy Allstars (DS)

- Modeled, textured and lit worlds using 3ds Max 8, Photoshop
- Conceptualized, modeled, textured and rigged characters
- Helped set up particle systems

Full Auto 2 (PSP)

- Modeled, textured worlds using 3ds Max 8, Photoshop

Electronic Arts - Artist: 2002-2006

Fifa World Cup (Xbox 360, PS2, GC, Xbox, PC)

- Modeled, textured, normal mapped characters using Maya 7, Photoshop

NBA Live 06 (Xbox 360, PS2, GC, Xbox)

- Modeled, textured, normal mapped player accessories using Maya 7, Photoshop

Need for Speed: Most Wanted (Xbox 360, PS2, GC, Xbox, PC)

- Modeled, unwrapped, weighted characters using 3ds Max 7

Need for Speed: Underground 2 (PS2, GC, Xbox, PC)

- Modeled, unwrapped, textured, weighted characters using 3ds Max 6, Photoshop
- Worked with professional models to create reference photos.

Need for Speed: Underground (PS2, GC, Xbox, PC)

- Modeled, unwrapped, textured, weighted characters using 3ds Max 6, Photoshop
- Conceptualized characters
- Worked with professional models to create reference photos.

Def Jam: Vendetta (PS2, GC, Xbox)

- Modeled characters using 3ds Max 5 and Softimage

Black Box Games (Acquired by EA) - Artist: 2001-2002

NHL Hitz 20-03 (PS2, GC, Xbox)

- Modeled, unwrapped, textured and weighted characters using 3ds Max 5, Photoshop

Sega Soccer Slam (GC, Xbox, PS2)

- Modeled, unwrapped and weighted characters and accessories using 3ds Max 5, Photoshop

Dream Force Entertainment - Artist: 2000-2001

Ultraman Shooter (incomplete)

- Created characters and worlds using 3ds Max 4, Photoshop

Personal:**Amateur photography**

I am an avid photographer. I'm most proud of my photo sets of North Korea:

<http://testroete.com/northkorea.html>

<http://testroete.com/northkorea2012.html>

My photos can be viewed here: <http://www.flickr.com/photos/dutchct/>

Education:**Robert Bateman Secondary School**

Instructed by Bill Henderson who received Prime Minister's Award for Excellence in Teaching.

References:

Available upon request.