

# JACOB NORRIS

Jacob@purepolygons.com  
Portfolio - www.PurePolygons.com

---

## Summary of Qualifications

Skilled 3D Artist with Over 8 years experience in both 3D Modeling and Photoshop. Multiple leadership roles in which I worked with a large variety of students creating levels and designing 3D Environments. Acquired time management and organizational skills through hard work ethic and team oriented projects. Composition and color scheme techniques learned through experience and professional studies. A vast knowledge of Video Game genres and art styles. Professional work experience with many other talented individuals on a AAA Video Game Title.

## Skills

- **3DS Max** : High Poly, Low Poly, Lighting, Camera Techniques, Shaders, Animations
- **Maya**: High Poly, Sub-divisional surfaces, Low Poly, Hypershade, Lighting, Animations
- **The Unreal Engine** : Level Design, Importing, Particle Effects, Lighting, Terrain, Kismet
- **Z Brush** : Organic Sculptures, Synthetic Objects, Baking, Z Applink, Z Mapping, ZSpheres
- **Photoshop** : Photomanipulation, Texturing, Digital Painting, Alpha Creation

## Education

**Bachelor of Science, Game Art and Design** - The Art Institute of San Diego California

- Artwork Displayed multiple times throughout the school

## Creative Experience

Resistance 3 (AAA Title)

Los Angeles, CA

**Environment Artist**

2010 - 2011

- Worked with a team of highly skilled individuals creating the next installment in the franchise
- In constant communication with Design and Art Leads to provide AAA Environments while adapting to the game-play needs of design
- Provided daily feedback and recommendations while moving forward on the project
- Collaborated with all departments to create a visually appealing and fun final product

SOE Prototyping

San Diego, CA

**3D Modeler/Co-Lead**

2009-2010

- Worked as part of a team designing 3d Models and concepting in a stylized art form

## Work Experience

Insomniac Games

Burbank, CA

**Environment Artist**

2010 – Present

- Level design and gameplay layout for multiple environments across the gaming world
- High-low poly baking, tiling texture creation, world layout on grid, lighting/effects mood setup
- Modular environment art construction, excellent re-use of tiling textures and game assets
- 3D Modeling and Texturing of key gameplay assets used by the player throughout the game
- Collision construction, asset optimization, game-play breakables creation, problem solving

Reconlive.net

El Cajon, CA

**Graphics Designer and Forum Management**

2008 - 2010

- Create the website graphics while providing friendly forum management