

Kristy Moret

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3D ENVIRONMENT ART & LEVEL DESIGN

I am a highly versatile 3D Artist capable of environment art, world building, and level design. I love creating immersive areas for players to explore in both fantastical and realistic styles. I am an excellent communicator and work well within a team to get things done.

Experience

Glu Mobile - Car Town Racing (April 2016 - present)

Senior 3D Level Designer

- Design race track layouts in Photoshop, planning for gameplay features such as jumps, triggered dynamic events like avalanches, height elevation changes, and artistic theming
- Own modular track system, document track building best practices in Confluence, design tile pieces for gameplay features, and communicate with Art to ensure created pieces follow design specs
- Using 3DSMax, custom build 3D race tracks and modular race track tiles, unwrap for tileable textures, paint vertex color, optimize for mobile, and export for use in Unity
- Train fellow designers in use of 3DSMax, document lessons and tutorials in Confluence, and follow up on their training progress with regular feedback
- In Unity, rapidly prototype and build race track designs, set up scripts for gameplay features including boost pads, jump ramps, and triggered events, ensure all 3D assets have correct collision, materials, and gameplay tags
- Decorate modular race track tiles in Unity to suit a variety of environments including thick jungle tiles, icy arctic mountain tiles, and city street tiles
- With custom Unity tools, design race “stages”- races that sit on top of the tracks, placing start and finish lines, item pick-ups, ramps, boosts, terrain patches, and obstacles
- Use JIRA to track story points and sprint work, keep all tickets current with comments on progress, time logs, and screenshots of completed work
- Work with QA and Engineering to pinpoint bugs, use JIRA to write up bugs with detailed steps for reproduction and relevant screenshots

Carbine Studios – Wildstar (June 2010 - March 2016)

World Artist

- 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

- Work with engineering to identify bugs and request new features for world building tools, use JIRA to track these bugs and requests
- Create and maintain documentation for proprietary world building tool
- Train new world artists in use of tools, best practices for communicating with content design, and bug reporting in JIRA
- As a member of the company Culture Club, help plan and run company morale events and coordinate activities for holidays

Personal Projects

Environment Artist

- Create high poly and low poly models in 3D Studio Max, Maya, and Zbrush, as well as projection map high poly models onto low poly models
- 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
- Teach fellow students how to create complex shader networks

Game Wizards – Starfall (September 2008 – June 2009)

Concept Artist

- 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 Engine
- Unity

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 for Fourth Quarter Portfolio and Proportion and Perspective