

Jason Lavoie 3D Environment / Prop Artist

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Objective

- To obtain a 3D artist position that will help me gain vital experience working in the Game Industry. I want to be able to show my employer and teammates that I am a talented individual who is constantly learning, evolving and always ready for new and exciting challenges.

Summary

- Ability to effectively complete tasks on time while using critiques to help create the best end product.
- Very self motivated and work great within a team environment.
- Constantly learning and evolving, enjoys facing new challenges and putting new skills to good use.

Software

- Maya | 3d Studio Max | Zbrush | Mudbox
- UT3 / UDK | Material Editor | Cascade Editor | Kismet
- Source Engine | Compiling
- Photoshop | Flash | Action Script | Shockwave
- Tortoise SVN

Work Experience

- **Unknown Worlds | Contract Environment Artist**
From: April 2010 – Current
Duties: Responsible for creating Enviromental props and textures for Unknown worlds upcoming title, Natural Selection 2.
Website: <http://www.UnknownWorlds.com>
- **Freelance Artist**
Duties: Responsible for creating next gen / handheld / mobile content.

Titles Shipped – Trainz Simulator 2009 (PC) | LogiCore (Iphone) | Red Orchestra (PC)
- **Hostile Intent Team | Environment / Character Artist**
From: June 2008 – September 2008
Duties: Responsible for creating customizable character sets for the player to choose from, as well as creating various props and textures for levels using the Source Engine.
Website: <http://www.HIPRmod.net/>
- **Aero Astro Arts | Freelance 3D Prop / Environment Artist**
From: May 2008 – June 2008
Duties: Responsible for creating low poly character(s) / weapons for shockwave game(s) as well as environment work for an unannounced game.
Website: <http://www.AeroAstroArts.com>
- **Tripwire Interactive | Prop Artist**
From: Febuary 2006
Titles: Red Orchestra: Ostfront 41-45
Duties: For one month, I was responsible for creating in game prop models for the retail version of "Red Orchestra: Ostfront 41 - 45".
Website: <http://www.tripwireinteractive.com/>

Education

- **Durham College:** Game Design and Development (2007 - 2010)
Honour Roll student.
- **Frontenac Secondary School:** Honour Roll Graduate.