

KAREN STANLEY

ENVIRONMENT ARTIST

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Website www.kazperstan.co.uk **Citizenship** United Kingdom

I am an Environment artist with 5 years experience in multiple engines and projects. I enjoy creating both organic and hardsurface environments as well as researching, investigating and working with a team to implement new pipelines and tools.

Experience

2017-04 - present

Environment Artist

The Division 2 - Ubisoft Massive

Currently working on **The Division 2** I have been involved in mostly the creation for the Open world from Pre Production to development of new workflows and pipelines for the creation of roads and terrain as well as owning areas containing many open world activities. I worked with level design on areas from the very beginning, seeing them through initial block out all the way to ship. During this time I was also part of the materials task force helping to look after the decals and decal tools we used to build the roads along side Tech Art.

During my time here I have also began mentoring and teaching interns and on-boarding new studios teaching them how we use snowdrop to build the open world of **The Division 2**

2015-10 - 2017-04

Environment Artist

Playstation VR Worlds - Sony Computer Entertainment Europe - London Studio

Starting as a Junior in 2014 and working my way to Intermediate by 2015. I was responsible for asset creation, level art, optimization and bug fixing all the way from pre-production to shipping on **Playstation VR Worlds**.

Here I also assisted with setting up the substance tools with tech art that was used for keeping an efficient outsourcing, prop and material creation pipeline.

Before moving on to Massive I also was part of initial pre-production and E3 demo on the up-coming VR title **Blood and Truth**

2015

Freelance Texture Artist

Lawbreakers - Bosskey Productions

Freelance Texture/Material artist specializing in creating Substance Designer Materials and Tools for **Lawbreakers**

2013-05 - 2014-06

UE4 Generalist (Freelance)

Rewind Fx

Freelance Generalist helping to bring various VR projects into an optimized state for **Oculus Rift** as well as creating various assets.

Education

2011-05 - 2014-05

University Of Hertfordshire (BA Hons 1st Class - Game Art)

Graduating with Honors and a First Class Degree

During my studies I acquired advanced 3d pipeline knowledge for games and film as well as training artistic practices such as colour theory and composition. Here is where I began to specialize in environment art and started moving towards joining the games industry.

Skills

Multiple In-House and Public Engines (Snowdrop, UE4)

Asset creation tools (Maya, Zbrush etc..)

Texture Creation Tools (Substance Tools, Photoshop)

Perforce / SVN Version Control

Jira / Time Management Software