



Robert Cooper

Environment Artist

SUMMARY

My first foray into the world of games art came in the form of level creation for Valve's Counter-Strike: Global Offensive. Finding I was more interested in the visual quality of the levels than their layout, I quickly found a passion for environment art; I relished the chance to create my own worlds in my favourite video game.

Having been awarded a First Class BA (hons) degree in Games Art & Design at University of Hertfordshire in 2021, I entered the Rookies contest in the summer after graduation, coming third place and receiving the 'Highly Commended' honour for my VR Game 'BREACHED'.

In 2021 I completed an internship at Antimatter Games, and became an environment artist there in 2022. Taking on responsibilities such as level ownership and outsource review, and developing an excellent proficiency with a variety of workflows and techniques in creating high quality level art. Working daily with software such as: Unreal Engine, Substance Painter, Substance Designer, and Maya, I have a very high level of knowledge and experience with these tools.

PROFESSIONAL EXPERIENCE

Environment Artist

Antimatter Games

02/2022- Remote

Worked on '83 and IGI: Origins Responsible for level art in various stages (proxy, art1, Production). This included modular building kits, texture creation, material work, and set dressing. I was also level owner for two of the game's levels, involving some art direction, outsource review, and working closely with Level Design to mediate between our departments.

Environment Artist

Agility3

11/2021 - 02/2022 Remote

Responsible for texture atlases, 3DS Max prop creation, and 3d asset integration with LIDAR scan point clouds. Filled the role of Tech Artist on Unreal-based projects, coming up with blueprint solutions for road layouts, vegetation, and placement of real-world infrastructure pieces.

Contact

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STRENGTHS

Communication Skills

Respectful and effective communicator. Able to both give and receive feedback responsibly.

Enthusiastic Team Player

Supportive of others' work, excited to engage with others to make our collective work shine brighter.

Able to lead

Can take charge of organisational work and direction of others' tasks, giving support and direction where necessary.

SKILLS

Unreal 4 & 5

Maya

3DS Max

Blender

Photoshop

Substance Painter

Substance Designer



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Environment Artist Intern

Antimatter Games

05/2021 - 09/2022 AMG Offices, Truro

Worked on '83 and IGI:Origins as an environment artist intern. This involved getting acquainted with the project and industry workflows specific to AMG. Responsibilities included modelling and unwrapping props, creating modular kits, set dressing, and some texture creation.

EDUCATION

Bachelor of Arts: **Games Art & Design** - 2021

University of Hertfordshire, Herts, UK

CERTIFICATIONS

First Class BA (Hons) Games Art & Design from University of Hertfordshire

ACHIEVEMENTS

Rookies 2021: Third Place - Highly Commended



Rookies 2020: Finalist - Honorable Mention



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