

JOBYE-KYLE KARMAKER

SENIOR ENVIRONMENT ARTIST

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WORK EXPERIENCE

SENIOR WORLD ARTIST | Monolith Productions - Seattle, WA FEB 2016 - Present

Middle-Earth: Shadow of War (XONE, PS4, PC)

- Owning the modeling, PBR texturing, placement and performance of vegetation across multiple levels
- Sculpting and painting terrain across multiple levels to support vegetation spawning
- Working with Lead Artist to develop stylesheets for vegetation across multiple levels
- Creating detailed blockouts of organic cinematic sets and gameplay set-pieces for outsourcing
- Developing new creation methods for gameplay features related to vegetation
- Working with Tech Art to provide input to help develop MAX Tools for the vegetation pipeline
- Working with Programmers & Tech Art to debug and maintain quality and performance of vegetation
- Conducting technical interviews and reviewing portfolios of potential hires

SENIOR LEVEL ARTIST | Ubisoft Toronto - Toronto, ON APR 2011 - JAN 2016

Far Cry Primal (XONE, PS4, PC) | Technical Level Artist & Biomes Team Lead NOV 2014 - JAN 2016

- Led a small team of artists in the creation of half the vegetation for the open world
- Created art alongside team, profiled team's work on console, helped run weekly reviews with Montreal
- Maintained technical documentation and provided training/support to the environment art team
- Debugged and polished Toronto's open world areas until Goldmaster, as one of the last artists on the project

Far Cry 4 (XONE, X360, PS4, PS3, PC) | Level Artist JUN 2013 - OCT 2014

- Led a small team of artists with my Level Designer in the creation of a Singleplayer Shangri-La mission
- Handled whole level layout, major architecture, set dressing, upheld gameplay and delegated tasks to artists
- Given its quality, our map was demo'd to press and revealed at Sony's Gamescom 2014 conference
- Maintained quality and performance of the PS3, PS4 and press demo version of the map until Goldmaster
- Was one of the last artists on the project, debugged and closed my mission as well as two others until Goldmaster

Splinter Cell Blacklist (X360, PS3, WiiU, PC) | Modeler JAN 2012 - JUN 2013

- Handled level art from initial LD/Art blockout to final for over half the 'Safehouse' level
- Modelled and textured level props & cinematic props for the 'Safehouse' map
- Polished, debugged and optimized all sub-maps in the 'Safehouse' level as the last artist on it
- Given its quality early on, our map was part of the game's first hands-on press demo in 2013
- Helped the Singleplayer 'LNG Terminal' map with my Level Designer to re-design, polish and optimize troublesome areas
- Helped debug other Singleplayer maps and Co-Op maps until Goldmaster

Rainbow Six Patriots (Cancelled) | Modeler APR 2011 - JAN 2012

- Worked on two Multiplayer maps: assisted Level Artists in reference gathering, asset list building, level block outs
- Created models & texture for a full range of props: cover props, large vehicles, environmental storytelling props, etc.
- Handled level art for certain sections and helped Technical Director optimize areas

FREELANCE 3D ARTIST | Various Companies - Montréal, QC JUL 2009 - MAR 2011

Provided freelance environment art for various independent studios and Source mod teams:

- **Goldhawk Interactive** - Xenonauts
- **VEX Studios** - Jeklynn Heights
- Ham and Jam mod
- WWI: Source mod

MODELER | Simthetiq Inc. - Montréal, QC MAY 2010 - JAN 2011

Created models and textures for props, weapons and vehicles according to gathered real-world reference for various military clients

SOFTWARE

TOOLS

3DS Max, Maya, Photoshop, Substance Painter, Zbrush, Mudbox, xNormal, nDo, SpeedTree, World Machine, Razor (PS4), PIX (XBONE), Perforce, JIRA

ENGINES

UDK, LEAD Engine (Splinter Cell fame), Anvil (Assassin's Creed fame), Dunia (Far Cry fame), LithTech (Shadow of Mordor fame)

PUBLICATIONS

Interview with **80.lv** - [Vegetation Creation for Games](#)

Featured Post on **Gamasutra** - [A Look Back on Splinter Cell Blacklist's Benghazi Level](#)

Featured Post on **Gamasutra** - [\[Micro-Tut\] Applying Modular Techniques to Wheels](#)

Featured Post on **Gamasutra** - [My Guiding Art Principles: A Retrospective on Far Cry 4 & Splinter Cell Blacklist](#)

Industry Judge for **Cartridge** - [Art & Animation Contest](#)

EDUCATION

University Certificate (2010-2011)

3D Animation & Digital Design in Video Games
NAD Centre/Université de Québec à Chicoutimi
Montréal, QC

Diploma of College Studies (2007-2010)

3D Animation & Image Synthesis
Collège de Bois-de-Boulogne
Montréal, QC

LANGUAGES

Fully Bilingual: English & French