

Holt J Harper

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Online Portfolio - www.holtharper.com

My work on over three generations of console games has focused on improving the player's connection to the narrative of their space, keeping to the vision of the project as a whole, and directing improvements where they add richness to the experience.

Skills

3D Modeling • Photogrammetry • Texturing • Sculpting • 3D Printing • Procedural Generation
Problem-solving • Coordination • Attention to Detail, Form, and Style • Love of Learning

Tools

ZBrush • Maya • 3ds Max • Fusion 360 • Photoshop • Substance • Unreal Engine

Work Experience

First Strike Games

Senior Environment Artist - 2017 to 2018

Designing, blocking, and building the underwater-themed *Shimmering Depths* and *Star of Crater* worlds for Rocket Arena. Stylized worlds were built around the fast, playful and snag-free priorities of a new Smash-style third-person Shooter.

Turn 10

Track Art Lead - 2016 to 2017

Leading the development of the Forza 7 crown-jewel track: Dubai. Replicating the harsh arid landscape of the Hafeet Mountain road and Liwa desert, we grounded our fictional Grand Prix event in the most photo-real location ever created for a racing game. As the premier launch title for Microsoft's XBOX ONE X, it was built to demonstrate the fidelity of the most powerful console on the market.

Lakshya Digital

Environment Artist - 2013 to 2014

Acting as an Art Director for outsourced artwork, I steered the work of several teams of 10 to 30 artists in creating characters, props, and environments for projects around the world. Primarily managing Sea of Thieves Character and Environment Assets; the playfully stylized direction posed an engaging challenge to keep the artists performing at their best and maintaining Rare's satisfaction. Evangelized education, planning, process improvements, and increased artist autonomy.

Airtight Games

Senior Environment Artist - 2013 to 2014

Leading small groups in identifying areas of the environments that could be improved; planning and executing those changes with the design and animation teams. Authoring and driving set dressing and environment revisions to facilitate design changes and increased visual quality. Adjusting and augmenting the existing asset creation pipeline. Creating high-quality natural and man-made environments with advanced material blending.

Gas Powered Games

Senior Environment Artist - 2009 to 2012

Worked my way up from Production Assistant to Senior Artist on Supreme Commander 2, Project Spark, Age of Empires: Online, and Kings & Castles.

Education

The Art Institute of Portland

Bachelor in Game Art & Design - 2003 to 2006

Traditional art, 3d modeling, animation, game theory, and art pipeline practices.