

# SEAN BUCK

## ENVIRONMENT ARTIST

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### Skills & Software

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- PBR, procedural texturing and material workflows
- working with 3D scan data
- Hand-painted and photo-sourced texturing
- environment set dressing and world building
- high and low poly modeling, including sculpting
- variety of workflows from mobile to AAA
- Autodesk Maya
- Zbrush
- Substance Designer, Painter
- Adobe Photoshop, Illustrator
- Marvelous Designer
- Quixel's Mixer
- Multiple proprietary game engines, including Frostbite

### Experience

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#### Environment Artist | iRacing

Sept. 2022 - Present

##### iRacing

- Asset creation for new and updated tracks for quarterly releases
- Auditing tracks for quality and accuracy
- Adapting procedural tools into our pipeline to create higher quality work while maintaining quick turnaround time
- Polishing, integrating, and set dressing, combining in-house and outsourced assets
- Onboarding and mentoring new team members

#### Environment Artist | EA Sports

March 2017 – March 2018, May 2018 – September 2022

##### EA Sports PGA Tour

- Established a modular framework for tournament structures so they were easily customizable per tournament, per course which allowed for the accuracy and uniqueness needed for next-generation golf
- Collaborated with technical artists and designers to accomplish a future proof tournament structure system
- Terrain sculpting, foliage placement, hero asset creation, and set dressing throughout the various courses

##### Madden NFL 21, 23

- Owned set-dressing for unique environment sets through the combination of pre-existing and newly authored assets
- Collaborated with lighting, capture, and animation teams to produce environments for narrative cinematics
- Owned front-end environments, facilitating collaboration across multiple disciplines and teams
- Rapidly ramped-up on proprietary technologies and helped ship a feature previously behind schedule

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#### NBA Live 2018, 2019, 2020 (unreleased)

- Served as Point-of-Contact for outsourcing partners by writing briefs, pushing the quality bar through art reviews, in-depth feedback, and direction, and keeping deliverables on time through progress management
- Polished and integrated environment assets from outsourcing vendors, giving our newest venues the extra step in quality, bringing character to them, and tying all the assets together to live in the same world
- Updated NBA venues in keeping with real-life counterparts, ensuring quality and consistency across every team
- Placed crowd and set dressed outdoor venues, bringing life and a “street-ball” feel to our most popular courts
- Rapidly re-skinned environments and shipped new themes for live events, often taking a single concept piece and applying it to the rest of the venue

#### Environment Artist | Mindwalk Studios

March 2014 – September 2016

##### Uncharted 4: A Thief’s End

- Built models and textures using high-to-low poly workflow and procedural, PBR texturing to quickly create assets in line with the quality bar of the IP
- Created high-poly detail sculpts for environment props, character accessories, and hero gameplay, puzzle, and multi-use assets

##### Star Wars Battle Pod

- Collaborated with IP owners to adhere to the globally recognized canon and style of Star Wars, ensuring fans felt at home in their favorite universe
- Utilized PBR to create a “material value guide” for the team to use across all the game's assets
- Created iconic vehicles and destruction states for close-up views on large arcade screens

##### Star Wars: Galaxy of Heroes

- Lead critique and quality assurance of environment assets, ensuring they were in line with strict technical requirements and quality standards
- Promoted new workflows, helping the team achieve higher quality art in less time and allowing us to add more content to the game
- Created assets for several vastly different environments in the Star Wars universe, converting it all to the game's unique art style
- Created vehicles and starships for use in gameplay and as environment props, pulling through the most iconic details while sticking to art style of the game

## Education

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#### Florida Interactive Entertainment Academy (FIEA)

December 2013

MS, Interactive Entertainment | Art Track

#### University of Central Florida

May 2012

BFA, Digital Media | Visual Language Track