

ERIC MILLER

SR. ENVIRONMENT ARTIST

PORTFOLIO: WWW.ERICMILLERART.COM

EMAIL: ERIC@ERICMILLERART.COM

PHONE: (978) 793-1395

PROFILE

I have shipped multiple AAA titles across many console platforms. In addition, I have over a decade of experience with skills ranging from all aspects of world building to hard surface modeling and texturing, map art lead responsibilities, skybox composition and creation, terrain map generation, level lighting, a little photogrammetry knowledge, and finally rounded out with a strong traditional art foundation. I love working in the video game industry and am always looking to improve my artistic abilities, skill sets, and push my work quality.

EXPERIENCE

Remnant From the Ashes |

Gunfire Games | 2019

Role: Sr. Environment Artist

Darksiders 3 |

Gunfire Games | 2018

Role: Sr. Environment Artist

World of Tanks: 1.0 Update |

Certain Affinity | 2017

Role: Sr. Environment Artist - Map Art Lead

Call of Duty: Modern Warfare Remastered |

Certain Affinity | 2017

Role: Sr. Environment Artist - Map Art Lead

DOOM |

Certain Affinity | 2016

Role: Sr. Environment Artist - Map Art Lead

Halo: The Master Chief Collection |

Certain Affinity | 2014

Role: Environment Artist

Call of Duty: Ghosts |

Certain Affinity | 2013

Role: Environment Artist

Halo 4 |

Certain Affinity | 2012

Role: Environment Artist

Halo: Combat Evolved Anniversary |

Certain Affinity | 2011

Role: Environment Artist

Crimson Alliance |

Certain Affinity | 2011

Role: Environment Artist

Darksiders |

Vigil Games | 2010

Role: Sr. Environment Artist

Warhammer 40,000 Dark Millennium Online (unreleased) |

Vigil Games | 2008

Role: Sr. Environment Artist

Blackstar (unreleased) |

Spacetime Studios | 2007

Role: Sr. Environment Artist

Dawn of War: Soulstorm |

Iron Lore Entertainment | 2007

Role: Artist

Titan Quest: Immortal Throne |

Iron Lore Entertainment | 2007

Role: Artist

Titan Quest |

Iron Lore Entertainment | 2006

Role: Artist

SKILLS

World Building, Scene Composition, Environment Modeling and Texturing, Set Dressing, Scene Lighting, Skybox layout, Map Art Lead, Level Optimization, Quick ramp up on software per project.

SOFTWARE

3DS Max, Maya, Unreal Engine 4, Unity, Photoshop, Substance Painter, ZBrush, World Machine, World Creator, Trello, Jira, Perforce and several proprietary game engines (Call of Duty's Radiant, Halo's Sapien/Bonobo, Doooms idTech6 etc)

EDUCATION

Full Sail University | Associate of Science: Computer Animation, 2001 – 2002

Kendall College of Art and Design | B.F.A.: Illustration, 1995 – 1999