

Greg F Prior

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Objective

Seeking a position as an environment artist.

Summary

- Dedicated and passionate artist.
- Strong interest in all aspects of video game development.
- Proficient at modeling, unwrapping, texturing, and lighting low poly props and scenes for use in modern day video games.
- Work well under pressure and enjoy working in a team environment.
- Willing to learn anything and everything.
- Can take instructions well.

Software Experience

- Autodesk Maya
- Autodesk 3ds max
- Adobe Photoshop
- Pixologic Zbrush
- UE4
- Cryengine

Work Experience

SCEA Santa Monica Studios God of War Environment Artist	Los Angeles, CA	June. 2016 – Present
Giant Sparrow What Remains of Edith Finch Environment Artist	Los Angeles, CA	Jan. 2015 – June. 2016
Big Red Button Entertainment Sonic Boom: The Rise of Lyric Environment Artist	El Segundo, CA	Dec. 2013 – Dec. 2014
SCEA Santa Monica Studios God of War: Ascension Junior Environment Artist	Santa Monica, CA	Oct. 2011 – Jul. 2013

Education

2007/2008	Moorpark College	Moorpark, CA	AA Degree
2000-2003	Oak Park HS	Oak Park, CA	HS Diploma