




ERIK LITZSEY

CONTACT

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 [linkedin.com/in/elitzsey](https://www.linkedin.com/in/elitzsey)

 Seattle, WA

PORTFOLIO

 elitzsey.com

SKILLS

 Maya

 Max

 Substance Designer & Painter


 ZBrush

 Unreal

 Unity

 Quixel

 Marvelous Designer

 Photoshop

EDUCATION

 Full Sail University —
Winter Park, FL | 2006

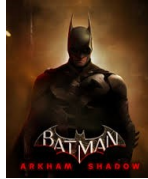
Bachelors of Science Degree in
Computer Animation

EXPERIENCE

Meta — Bellevue, WA | 09/22–03/26

Senior Environment Artist | Batman Arkham Shadow 🏆

- 2025 Immersive Reality Game of the Year, *DICE Awards*
- 2024 Best VR/AR Game, *The Game Awards*
- Owned development of prime interactable content
- Modeled, textured, lighting, & optimized modular assets and large-scale set pieces



Camouflaj — Bellevue, WA | 08/18–09/22

Senior 3D Artist | Iron Man VR 🏆

- 2020 Best VR/AR Game, *Jerry Goldsmith Awards*
- Created 3D content/textures
- Managed outsourced vendors
- PS5 Exclusive and ported to Oculus Quest



Wargaming — Redmond, WA | 03/17–05/18

Vehicle Artist | Unannounced Title

- Created vehicle art
- Worked closely with outsourced vendors



Monolith Productions @ WB — Kirkland, WA | 10/16–03/17

World Artist | Shadow of War

- Prop & terrain development
- World optimization



Turn 10 Studios @ Microsoft — Redmond, WA | 07/14–10/16

Vehicle Artist | Forza 6 & Horizon 3

- Animated car mechanics and driver
- Polished outsourced vehicles from modeling to texturing
- Polished art assets and optimize for engine
- Modeled and textured prop models
- Resolved art, performance, and visual bugs



Liquid Development — Remote | 03/14–06/14

Environment Artist | Evolve, Firefall, & Arkham Knight

- Hard surface modeling



Turn 10 Studios, Microsoft — Redmond, WA | 05/13–10/13

Track Artist | Forza 5

- Managed outsource assets
- Modeled and textured prop models
- Set dressing and resolved art bugs



Full Sail University — Winter Park, FL | 07/11–05/13

Game Art Instructor

- Game Art Finals Program
- Assist students with final portfolios



UTV Ignition Entertainment — Gainesville, FL | 04/08–11/10

Environment Artist | Unannounced Title

- Modeled and textured prop models

