


ERIK LITZSEY


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 Redmond, WA

EXPERIENCE



Camouflaj – Bellevue, WA

3D Artist | August 2018 – Present

- Create hard surface & environment art
- Manage outsourced vendors



Wargaming Seattle – Redmond, WA

Vehicle Artist | March 2017 – May 2018

- Created vehicle art
- Worked closely with outsourced vendors



Monolith Productions, WB – Kirkland, WA

World Artist | Oct. 2016 – March 2017

- Prop & terrain creation
- World optimization



Turn 10 Studios, Microsoft – Redmond, WA

Vehicle Artist | July 2014 – Oct. 2016

- 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 – Freelancer

Environment Artist | March 2014 – June 2014

- Hard surface modeling
- Titles: *Evolve*, *Firefall*, and *Arkham Knight*



Turn 10 Studios, Microsoft – Redmond, WA

Track Artist | May 2013 – Oct. 2013

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



Full Sail University – Winter Park, FL

Game Art Instructor | July 2011 – May 2013

- *Game Art Finals Program*
- *Assist students with final portfolios*



UTV Ignition Entertainment – Gainesville, FL

Environment Artist | Apr. 2008 – Nov. 2010

- Unannounced Title: *Reich*

SKILLS



Max



Maya



ZBrush



Substance Designer & Painter



Quixel



Photoshop



Unity



Unreal 4



Marvelous Designer

EDUCATION



Full Sail University – Winter Park, FL
2006 | Bachelors of Science Degree in
Computer Animation