

Tim Diaz – Senior 3D Environment Artist

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SKILLS

- Blender
- 3D Studio Max
- Maya
- Substance Designer
- Substance Painter
- Photoshop
- Quixel
- Zbrush
- Keyshot
- Unreal 5

EMPLOYMENT HISTORY

343 Industries (Microsoft), Redmond, WA
Senior Environment Artist / World Artist

Nov 2021 – Present

- 3D Environment content creation

343 Industries (Microsoft), Redmond, WA
Senior Environment Artist / World Artist

Oct 2015 – Nov 2021

HALO Infinite (Xbox One, Xbox One S, Xbox One X, Xbox Series S, Xbox Series X, PC)

- World Artist and lead for the Forerunner interiors and exterior structures for campaign. Help create layouts and final/finished art for rooms, levels, and structures throughout the campaign portion of the game.
- Helped develop look for Forerunner assets and textures and helped create the workflows for the Forerunner pallet. Worked closely with design, FX, audio, and skybox teams to turn block-out geometry and ideas into full, finished products.
- Trained multiple artists and worked with various teams such as design, FX, audio, skybox and outsource partner teams to turn block-out geometry and ideas into full, finished products.
- Technical art, such as LODs, collision, performance and memory optimization.

343 Industries (Microsoft), Kirkland, WA
Senior Environment Artist

March 2013 – Oct 2015

HALO 5: Guardians (Xbox One)

- 3D modeling and texturing using 3DS Max, Maya, Substance Designer and Photoshop
- Main environment artist on Breakout maps and also helped create the look of the Breakout pallet.
- Helped lead a group of artists, as well as managed art direction with outsourcing companies on the Breakout maps.
- Map lead on 2 unannounced multiplayer maps directing other artists with style, environment art, as well as managing schedules and deadlines.
- Worked closely with design, FX, audio, and skybox teams to turn block-out geometry and ideas into full, finished products.
- Technical art, such as LODs, collision, performance and memory optimization.

Education

The Art Institute of California – Los Angeles, Santa Monica, CA

- Bachelors of Science Degree in Game Art & Design

Awards

- 3D Total Award for Excellent Artistry on “Spider Crane.”