

TIM DIAZ

LEAD/SENIOR ENVIRONMENT ARTIST



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EDUCATION

ART INSTITUTE OF CALIFORNIA – LOS ANGELES

Bachelor of Science in Game Art and Design
2005 - 2009

SKILLS

SOFTWARE

Adobe Photoshop
Agisoft Metashape
Autodesk 3DS Max
Autodesk Maya
Blender
Marvelous Designer
Substance Designer
Unreal Engine
ZBrush

PROFESSIONAL

Hard Surface Modeling
Organic/Foliage Modeling
World Building
Pre-Visualization
Texturing/UV Mapping
Photogrammetry
Team Management
Outsource Management
Documentation
Onboarding/Mentoring
Production

WORK EXPERIENCE

LEAD/SENIOR ENVIRONMENT ARTIST

343 Industries | 2021 - Present

Productions: Halo Infinite

- Lead internal teams and created 3D environments for ongoing Halo Infinite multiplayer maps.
- Mentored junior artists.
- Collaborated between art, design, engineering, lighting, FX and production, helping schedule tasks and resolve and delegate art issues on Halo Infinite's co-op mode initiative.

SENIOR ENVIRONMENT ARTIST/SENIOR WORLD ARTIST

343 Industries | 2015 - 2021

Productions: Halo Infinite

- Acted as world artist and lead for Forerunner interior and exterior structures for campaign. Assisted in creating layouts and final/finished art for rooms, levels, and structures throughout Halo Infinite's campaign mode.
- Collaborated with the senior art team and art directors to establish the look and feel of the Forerunner hard surface palette, which included geometry, textures, materials and workflows.
- Trained and mentored multiple artists and collaborated with various internal and external teams to realize fully finished, performant levels from gray box block outs.
- Technical modeling such as LODs, collision, and console and PC specific performance and memory optimizations.

SENIOR ENVIRONMENT MULTIPLAYER ARTIST

343 Industries | 2012 - 2015

Productions: Halo 5: Guardians

- Acted as main environment artist on the Breakout maps and palettes. Collaborated with seniors, leads and directors on the look of the palettes.
- Trained and mentored multiple artists internally and externally on the Breakout maps and palettes.
- Acted as lead artist on the multiplayer maps Overgrown, Urban and Battle of Noctus.
- Main vegetation/biome artist on the multiplayer map Overgrown.
- Technical modeling such as LODs, collision, and console and PC specific performance and memory optimizations.