

# Tim Simpson: Senior Environment/Lighting Artist

Montreal, QC

Phone:(514) 458-3134

Portfolio:

<https://www.artstation.com/pixelmasher>

Tim@Polygon-Academy.com

## Credited Titles:

- Unannounced title (XB1, PS4, PC) - Tuque Games (Environment/Lighting Artist)
- Unannounced title (XB1, PS4, PC) - Ubisoft (Level Artist)
- Watch\_Dogs 2 - (XB1, PS4, PC) - Ubisoft (Level Artist)
- FarCry 4 - (XB1, PS4, PC) - Ubisoft (Level Artist)
- Splinter Cell: Blacklist (PS3/XB 360/PC) - Ubisoft (Environment Artist)
- Warhammer 40k: Spacemarine (PS3/XB 360/PC) - Relic Entertainment (Environment Artist)
- Sleeping Dogs (PS3/XB 360/PC) -United Front Games (Environment Artist)
- Army of Two:The 40<sup>th</sup> Day (PS3/XB 360) -EA Montreal - *Via Big Sandwich Games* (Environment Artist)
- SOCOM:Confrontation (PS3) -*Slant Six Games* - *Via Big Sandwich Games* (Environment Artist)
- Spiderman: Friend or Foe (PS2/ XB 360) - *Next Level Games* (special thanks)

## Work Experience

**Tuque Games -Senior Environment/Lighting Artist**  
Montreal, QC

Oct 2018 - Present

- Working on an unannounced title in UE4, doing level art, asset creation and environment lighting.
- Working with the industry standard highpoly-lowpoly workflow and PBR materials.

**Ubisoft Montreal -Senior Level Artist**  
Montreal, QC

April 2012 -Sept 2017

- Worked as a Level Artist on **Splinter Cell: Blacklist**, **FarCry 4**, **Watch\_Dogs 2** and a currently unannounced title.
- Responsible for working on multiple E3 demos and major milestone elements.

**Relic Entertainment -Senior Environment/Lighting Artist (Contract)**  
Vancouver, BC

Oct 2011 -April 2012

- Worked on **Warhammer 40k : Dark Millennium Online (cancelled)** MMO for PC.
- Working across studios with Relic and Vigil to construct various areas for the MMO world while staying true to the overall art direction of the project.
- Principal lighting artist on the relic side of the project, providing feedback, mood paintovers and helping other artists learn lighting skills and the pipeline.

**Capcom Vancouver -Lighting Artist II**  
Vancouver, BC

June 2011 - Oct 2011

- Light environments for various times of day/real-time 24 hour cycle
- Worked directly with the tools team to create and refine the lighting pipeline.
- Worked with the Art Director to contribute to look development and define the overall visual style.

**Relic Entertainment - Environment Artist (Contract)**  
Vancouver, BC

Aug 2010 - June 2011

- Worked on **Warhammer 40k : Spacemarine** for Xbox 360/PS3/PC.
- Helped to create epic 40K gothic fantasy environments from concept art and 40k reference models.
- Created environment assets, world building and working on lighting to define mood/atmosphere.
- Responsible to training multiple new hires and being their support buddy for their 1<sup>st</sup> 2-3 weeks.

**United Front Games - Environment Artist (Contract)**  
Vancouver, BC

Dec 2009 -Aug 2010

- Worked on **Sleeping Dogs** for Xbox 360/PS3.
- Worked within open world/sandbox technical limitations and a deferred rendering engine.
- Responsible for creating organic areas with rocks, terrain and vegetation as well as a multitude of props.
- Was responsible for managing a small team of artists to cover a massive terrain set area.

**Big Sandwich Games - Environment/Lighting Artist**  
Vancouver, BC

Dec 2007 - Dec 2009

- Collaborated with Slant Six games on 5 levels for **SOCOM: Confrontation (Retail and DLC)**.
- Was sent for a 3 month on site work contract at EA Montreal to work on **Army of Two: The 40<sup>th</sup> Day**. Worked directly under the Art Director to build various environments from greybox to final art.
- Responsible for building multiple levels and lighting all the levels for **Sky Pirates of Neo Terra**.

**Offload Studios / DXLAB Inc - 3D Artist**  
Abbotsford, BC

Oct 2005 - may 2007

- Worked with staff at Next Level Games to create and document the training materials for their newly opened Beijing studio during the production of **Spiderman: Friend or Foe**. DXLAB was hired to create training materials to help get the studio away from the “tribal” style training approach of passing information from one artist to the next, and in doing so helped to create standardized skill sets and a consistent level of training for all staff.
- Created training materials for a high school level game art course. Created technical training documents as well as a series of video training modules that teach beginner level modeling/texturing skills. Also helped teach the class in an online environment.

**Skills/Abilities**

UE4

Maya

3D studio Max

Zbrush

Photoshop

Substance Suite

**Interpersonal/Management**

- 12+ years' experience working a team based production environment.
- Highly comfortable with the technical side of pipelines and workflows.
- Excellent verbal and written communication skills.
- Experience documenting tools and pipelines.
- Strong leadership skills such as discovering and teaching more efficient workflow techniques.
- Able to take art direction and harsh critiques.

**Education:**

All of my 3D skills have stemmed from an opportunity in high school to learn 3DS Max. From there the passion grew and grew. I am a self taught artist who eagerly learns from the amazing mentors around me and from hands on industry experience.

**References available upon request**