

# JANICE BELL

ENVIRONMENT ARTIST

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## SOFTWARE SKILLS

Autodesk Maya  
Adobe Photoshop  
Pixologic ZBrush  
Substance Painter / Designer  
xNormal  
Unreal Engine  
Unity

## EDUCATION

**MASTER OF FINE ARTS**  
Academy of Art University  
*Game Design*  
2009 - 2012

**BACHELOR OF FINE ARTS**  
Edinboro University of Pennsylvania  
*Applied Media Arts*  
2003 - 2007

## SHIPPED TITLES



## SUMMARY

Environment Artist, 3D Artist, and Texture Artist with four years of industry experience. Possesses the ability to work collaboratively in both small and large teams to ship AAA titles.

## EXPERIENCE

### CASTAR

**3D Artist** | July 2016 - June 2017

- \* Created full environments for an unreleased AR game that utilized 3D projection tech. Also worked on concepts, character art, and VFX as needed.

### DISNEY INTERACTIVE / AVALANCHE SOFTWARE

**Environment Artist** | June 2013 - July 2016

- \* Worked collaboratively within the Toy Box team on 3 AAA titles.
- \* Worked with Disney, Marvel, Pixar, and Star Wars IPs to maintain brand quality and consistent art styles.
- \* Took assets to completion through the entire production pipeline. This included concept, modeling, texturing, collision, and material setup.
- \* Added extra touches to assets via animation and interactive gameplay.

### PERFECT WORLD ENTERTAINMENT

**Localization \ Quality Assurance** | Sep 2012 - May 2013

- \* Localized content for two MMORPG titles.
- \* Rewrote questlines and game text that was fun, engaging, and better suited towards English-speaking players.
- \* Ensured content worked properly and reported bugs.
- \* Interacted with the player community to ensure player-reported bugs were also addressed.

### HEART MOUNTAIN FOUNDATION

**Freelance Environment Artist** | July 2011 - July 2011

- \* Put the finishing touches on an interactive 3D reconstruction of a historic site.
- \* Duties included modeling assets, creating textures/materials, high poly to low poly workflows, terrain editing, and minor scripting.