

Mark Bolak

Environment Artist

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	Environment Artist Sledgehammer Games August 2013 - Current	Current Project <ul style="list-style-type: none">Reviewed, directed and mentored artists to maintain artistic standards and best practicesWorked with lead environment artist to prepare areas for concept paintover and productionWorked with design and animation to create and implement gameplay centric assetsWorked with the Tech Art team to develop, implement, and maintain a substance painter workflow for the studio Call of Duty: Black Ops III <ul style="list-style-type: none">Worked with a small strike team to convert MP Redwood from ps4/xbox one version to a working ps3/xbox 360 versionResponsible for attaining fps and getting within a strict memory budgetRebuilt areas and assets to obtain performance goals Call of Duty: Advanced Warfare, MP DLC <ul style="list-style-type: none">Created assets and materials for Drift, Site 244, Parliament, and OverloadWorked with animation team to create assets for animationWorked with directors and concept team to create level centric assetsDesigned, modeled, and textured hero assets such as the Merry Go Round in Drift or the Plasma Lamps in Overload Call of Duty: Advanced Warfare, Campaign <ul style="list-style-type: none">Created assets and materials for Aftermath, Utopia, and TerminusSupported world builders by creating and texturing assets for use in the gameWorked with animation team to create assets for cutscenes and animationsWorked with directors and concept team to design and create hero assets to design hero assetsWorked with pod environment lead to maintain budgets and fps
Experience		
Education	3d Modeling and Texturing - The Art Department Neuroscience - The University of Texas at Dallas Japanese Language - KCP International, Tokyo, Japan	Spring 2012 - Spring 2013 Graduated 2008, Magna Cum Laude October 2009 - June 2010
Programs	Expertise in: Maya, 3DS Max Substance Painter Photoshop Quixel Suite	Familiar in: Unreal Mari Substance Designer
