



LEAD ENVIRONMENT ARTIST

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PROFILE

Lead Environment Artist with 15+ years of experience shipping AAA open-world and narrative games. Currently serving as Product Owner, Worlds at Halo Studios, leading environment art and Worlds FX while coordinating with lighting and cross-discipline partners. I remain hands-on with assets, shaders, world building, and production pipelines.

EXPERIENCE

HALO STUDIOS

formerly 343 Industries · Redmond, WA

Product Owner, Worlds | Environment Lead

Sep 2025 – Present

- › Lead environment and Worlds FX; establish production standards, delivery gates, and outsource requirements with lighting and cross-discipline partners.
- › Shipped **Halo: Campaign Evolved** on schedule after contributing across five maps and leading three, including **343 Guilty Spark**, praised for its visual direction.
- › Established project-wide shader/landscape systems with Chiyo Lai and worked on-site with **Virtuos** in Chengdu to improve briefs, asset reviews, deliverables, and integration.
- › Used AI-assisted workflows selectively for prototyping, documentation, pipeline design, demonstrations, and occasional tool prototypes.

Lead Biomes Artist

May 2022 – Sep 2025

- › Led approximately 6–10 in-house biomes artists and coordinated with multiple outsource partners.
- › Co-developed the uber-shader, landscape systems and toolsets, erosion prototypes, and performance tests with technical leadership and technical art.
- › Created texture sets, organic assets, sculpts, SpeedTree content, and world-building concepts; contributed across six multiplayer levels, co-led **Prism**, and helped shape **Fragmentation**.

Environment Artist · contract — CSG via Insight Global

Sep 2018 – May 2022

- › Shipped **Halo Infinite** — environments, props, surfacing, shaders, biome development, and pipeline R&D.

ARENANET

Bellevue, WA

Environment Artist / 3D Artist

Mar 2016 – Aug 2018

- › Environments, props, and surfacing for unannounced titles; conceptual 3D used to lock visual targets.
- › Led **PBR research & development** that modernized the team's surfacing workflow.

SUCKER PUNCH PRODUCTIONS

Bellevue, WA

Senior Environment Artist

Apr 2013 – Feb 2016

- › **Ghost of Tsushima** — props, surfacing, and prototype environments through pre-production of the studio's open-world flagship.
- › **inFAMOUS: Second Son / First Light** — mission props, vehicles, environments, LODs, and physics, using texture reuse to hold memory budgets.

EARLIER EXPERIENCE

Sony Computer Entertainment America · Environment Artist, Oct 2012–Feb 2013 — **Puppeteer** (PS3). **Zynga** · Concept / 2D / 3D Artist, May 2012–Sep 2012 — established the studio 3D pipeline. **Buzz Monkey Software** · Artist, May 2010–May 2012 — **Rinth Island**, **BlockRogue**, **Too Many Heroes**.

SHIPPED TITLES

Halo: Campaign Evolved	Xbox Series X S / PC
Halo Infinite + updates	Xbox / PC
Ghost of Tsushima	PS4 / PS5
inFAMOUS: First Light	PS4
inFAMOUS: Second Son	PS4
Puppeteer	PS3
Rinth Island	iOS
BlockRogue	iOS / Android
ESPNU: College Town	Facebook

LEADERSHIP

- › Team leadership & mentorship
- › Product ownership, roadmap & backlog
- › Cross-discipline planning
- › External partner & outsource direction
- › Hiring bar & quality review

CRAFT

- › Level composition & layout
- › Biome design, landscape & set dressing
- › Color, composition & material response
- › Organic + hard-surface modeling, sculpting
- › Texturing, LODs, memory & perf budgets

TECHNICAL & PROCEDURAL

- › Shader & material network authoring
- › Unreal Engine 5 · material editor
- › PBR research & development
- › PCG · Niagara · procedural distribution
- › Engine migration & pipeline design
- › Houdini

TOOLSET

Shader & Material Networks · Unreal Engine 5 · Maya Modeling · ZBrush · Substance Designer & Painter · Photoshop · 3ds Max · Simplygon · Marmoset Toolbag · Houdini

EDUCATION

Art Institute of California

B.S., Game Art & Design · 2007–2010
San Diego, CA