

# Rob Shoff

SR ENVIRONMENT & LIGHTING ARTIST

Seattle, Wa

My Goals: Have fun making games I'm proud of and want to play.

[rshoff@live.com](mailto:rshoff@live.com)

425 753 1411 mobile

## Experience

Senior Environment Artist

iRacing

Title: iRacing (PC)

Environment art and lighting.

- Track night lighting. Created light maps, dynamic light rig setup.
- Hard surface, organic environment modeling.
- Prototyping and executing new pipelines and processes for content creation.

Remote

Jul 2021 - Present

---

World Artist 3. Lighting Artist (Contract)

343 Industries

Title: Halo Infinite (Xbox systems X-One, PC)

World building(dungeons), cinematic and environment lighting.

- Hard surface environment modeling .
- Surfacing painting and detailing work .
- Created narrative lighting for in game cutscenes .
- Created and optimized environment lighting .

Kirkland, Wa/Remote

Dec 2019 - Jul 2021

---

Senior Environment Artist (Contract)

Malmö, Sweden  
Jan 2019 - Jul 2019

## Avalanche Studios

Title: Unannounced Project (PC, Xbox, PS4, Stadia)

Worked on open world game levels for a new up coming IP.

- Created hard surface and organic environment assets.
- Created terrain textures, materials and foliage assets.
- Created real time lighting setups for dynamically lit worlds.
- Researched and help implement pipeline improvements/updates.

---

Sr Environment Artist

Bellevue, Washington  
Aug 2017 - Jul 2018

## Holospark

Titles: Earthfall (PC, XBONE, PS4)

Created game levels for a multiplayer first person co-op shooter.

- Created environment geo and props using standards art tools for use in UE4.
- Lit game levels using UE4.
- Optimized game levels/UE4 config setup for multiple platforms.
- Help mentor, train and corrupt other environment artists.

---

Sr Lighting Artist (Contract)

Redmond, Wa  
Jun 2017 - Aug 2017

## Turn 10

Title: Forza 7 (XBONE)

Tackled rendering and lighting bugs for 1/3 of the shipping race tracks.

- Started and monitored lighting builds for race tracks.
- Troubleshoot rendering problems and ensured environment geo or rendering setup was correct.
- Optimized and help fine tune the final look of tracks lighting.

---

Lead Environment Artist

West Seattle  
Jun 2016 - Feb 2017

## Hardsuit Labs

Title: Unannounced Title (PC)

Lead a small environment team developing an unannounced title for the PC in UE4.

- Defined pipeline, processes, schedule and develop internal talent.
- Helped source and test potential new talent/candidates.
- Created environment art and lighting.

---

Lighting & Environment Artist (contract)

Kirkland, Wa  
Dec 2014 - Jul 2015

## 343 Industries

Titles: Halo 5 (XBONE)

Helped create environment art, props and lighting.

- Lit campaign, multiplayer arena and war zone maps using proprietary tools.
- Created environment art for Halo 5 multiplayer war zone maps using Maya and proprietary world building tools.

---

SR 3D Artist

Redmond, Wa  
Oct 2013 - Nov 2014

## Wargaming Seattle

Titles: Cancelled Project (PC)

Fill in lead for the environment team

- Worked with production and other art leads to ensure appropriate planning/scheduling was in place for the environment and concept team.
- Worked with the Art Director to ensure visual quality and continuity across all environment art.
- Facilitated communication between the environment team and the Art Director.
- Created game levels, geo, props, materials and collision with Maya & Max.
- Lit game levels with proprietary world building tools.
- Assisted with art and studio tools creation.

---

Environment Artist (contract)

Kirkland, Wa  
May 2013 - Sep 2013

## Airtight Games

Titles: Murdered, Soul Suspect (PS3, 360)

- Created game levels, geo, props, textures and materials for use in Unreal engine

---

Technical Environment Artist (contract)

Kirkland, Wa  
Feb 2011 - Nov 2012

## 343 Industries

Titles: Halo 4 (360) & Spartan Ops 1.5/PVP DLC map packs

Tech environment art, environment art and lighting

- Created game levels, geo, props, animated props, materials and collision with maya.
- Lit game levels with Maya & proprietary tools
- Assisted with art and studio tools creation.
- Setup level segments(BSP), triggering volumes for streaming and memory management
- Managed memory budgets between environment and design teams
- Maintained level functionality to keep production rolling day to day
- Troubleshoot level performance problems using PIX performance captures. Ensured render millisecond costs for environment: objects, shaders, lighting, transparency, FX, etc met targeted budgets.
- Optimized levels for performance, created action plans to resolve problem areas
- Helped artists fix and create art within memory and perf budgets

---

Lead Environment Artist, Sr Environment Artist

Kirkland, Wa  
Oct 2002 - Feb 2010

## Griptonite Games

Titles: Princess and the Frog (Wii), X-Men Origins: Wolverine (Wii), Where the Wild Things Are (Wii, 360, PS3), Shrek the Third (PSP, PS2, Wii, 360), Call of Duty 3 (PSP), Pirates of the Caribbean: At Worlds End (DS), Pirates of the Caribbean: Dead Mans Chest (DS), Chronicles of Narnia (GBA, DS), Robots (GBA), Lord of the Rings: Third Age (GBA), Harry Potter and the Prisoner of Azkaban (GBA), Sims Bustin Out (GBA), Digimon Racing (GBA) Crushed Baseball (GBA), DareDevil (GBA).

- Mentored fellow environment artists.
- Created GI/Final Gather/Image based lighting pipeline.
- Assisted with art tools creation.
- Scheduled artists work loads.
- Ensured milestones were met on time.
- Managed client expectations for quality levels.
- Created game levels, geo, props, fx, with Maya.
- Lit game levels with Maya-mental ray-GI,FG,IBL.
- Created shaders, textures with Photoshop, Crazybump
- Created skybox's with Photoshop, Terragen.
- Created character models with Maya.
- Optimized levels for performance.

---

Artist: Digital Ink and Painter (contract)

Woodinville, Wa

## Humongous Entertainment

Titles: Backyard Soccer (PC), Backyard Football (PC), Freddi Fish 5 (PC), SpyFox: Operation Ozone (PC), Pajama Sam 3 (PC)

- Digitally inked and painted 2D character animations.
- Created background click points.
- Animated background elements and props with in house tools.

Skills & Shipped Titles

## Skills & Shipped Titles

### Skills:

Maya, Max, Modo, Zbrush, Mudbox, Photoshop, Terragen, Vue, World Machine, Mental Ray, PIX, Modelling high/low poly, Texturing, Rendering & lighting.

### Titles:

Earthfall (PC)(XBONE)(PS4) 2018  
Forza 7 (XBONE) 2017  
Halo 5 (XBONE) 2015  
Murdered Soul Suspect (PS3)(360) 2013  
Halo 4 & Spartan Ops 1.5/PVP DLC map packs(360) 2012  
The Princess and the Frog (Wii) 2009  
X-Men Origins: Wolverine (Wii) 2009  
Where the Wild Things Are (Wii, 360, PS3) 2009  
Call of Duty 3: Roads to Victory (PSP) 2007  
Shrek the Third (PSP, PS2, Wii, 360) 2007  
Pirates of the Caribbean: At Worlds End (DS) 2006  
Pirates of the Caribbean: Dead Man's Chest (DS) 2005  
Chronicles of Narnia (DS, GBA) 2005  
Robots (DS, GBA) 2005  
Lord of the Rings: Third Age: (GBA) 2004  
Harry Potter and the Prisoner of Azkaban (GBA) 2004  
Digimon Racing (GBA) 2004  
Crushed Baseball (GBA) 2004  
Sims Bustin Out (GBA) 2003  
007: Everything or Nothing (GBA) 2003  
Daredevil (GBA) 2003  
Backyard Soccer (PC) 2002  
Freddi Fish 5: The Creature of coral Cove (PC)

### Education

Computer Animation

Art Institute of Seattle

Seattle, Wa  
1996 - 1998

---

Rob Shoff

[rshoff@live.com](mailto:rshoff@live.com)

425 753 1411 mobile