

SUMMARY

Senior Environment Artist with 13 years in the Gaming Industry

BAS in Game Art & Design with a dev track record that includes contributions to titles such as Killer Instinct, FEAR 3, Nether, WWE Immortals, Man of Steel and More. I enjoy leading art teams, directing asset and environment art and working in Unreal Engine. Tools include 3D Studio Max, Adobe, Painter and Quixel. I have a passion for crafting & lighting immersive environments, while ensuring the highest quality assets within the next-gen pipeline. I love to apply traditional art and constantly learn, pushing my artistic boundaries.

CONTACT

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Chicago, IL



EDUCATION

 **ART INSTITUTE OF CALIFORNIA
SAN DIEGO**
 BAS Game Art & Design
 2009

 **CERTIFICATE OF RECOGNITION**

WILLIAM KOWACH

SR ENVIRONMENT ARTIST

EXPERIENCE

LEAD ENVIRONMENT ARTIST

Studio 369 (2020 - Present)

Lead Environment Artist of Studio 369, responsible for team management over asset artists, world building, set dressing, optimization and lighting in titles such as World of Mechs VR, and MetalCore.

LEAD ENVIRONMENT ARTIST

Symmetric Games Studios (2016-2020)

Cofounder and Studio Lead Environment Artist of Indy Development Studio Symmetric Games. Responsible for the workflow, pipeline, design and development of world building in Unreal Engine 4 for Outpost Zero, a Sandbox Survival Game on Steam.

SR LIGHTING ARTIST

Iron Galaxy Studios (2015-2016)

Responsible for the optimization of levels for lighting and overhaul of new lighting system for Killer Instinct Season 3. Developed Models, materials, textures and scene lighting composition for various levels. Provided support & guidance for junior artists.

LEAD ENVIRONMENT ARTIST

Phosphor Games Studios (2012-2015)

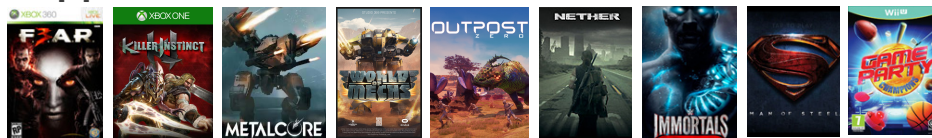
Studio Lead Environment Artist responsible for the development of 3d Environments, Models, Textures, Materials and Scene/Lighting Composition while collaborating between Studio Leads in meeting production Requirements and Milestones. Oversaw environment art development of titles Nether, Man of Steel, Game Party Champions and WWE Immortals.

ENVIRONMENT ARTIST

Day 1 Studios (2010-2012)

Responsible for creating 3d assets, collisions, textures and world environments from concept in support of Level Design and Production needs on next generation video games. Contributions to FEAR 3.

Shipped Titles



TOOLS

Autodesk 3ds Max
 Adobe Photoshop
 zBrush
 Quixel
 xNormals
 World Machine

SKILLS

Art Leadership
 Unreal Engine 4/5
 Set Dressing / World Building
 Lighting
 3D Modeling
 Materials & Textures