GEORGE HARVEY
3D ENVIRONMENT & CONCEPT ARTIST

Summary

I'm a 3D environment artist/ post graduate currently working in the games industry doing things like asset creation, sculpting, and texturing.

Before I got into 3D I always had a pencil at hand so any free time I get is spent drawing away, creating my visual logbook of inspiration. Whenever my hand gets tired from drawing I tend to direct my attention to my other passion; video games, where I play anything that lets me explore a vast world and/or learn about an intricate story.

Location - London, UK
Website - www.artstation.com/artist/georgeharvey
Email - georgeharveyart@gmail.com

Areas of Expertise

Software

Maya

3DS Max

Zbrush

Substance Designer

Substance Painter

Photoshop

xNormal

Unreal Engine 4

Marmoset Toolbag

Specific Skills

3D Modelling/ asset creation

Texturing/ material creation

Concept art/ Illustration

Maya/ Max to UE4 workflow

Experience

**Creative Assembly
Halo Wars 2**
3D Environment Artist (internship)

- 3D Asset Creation

- Material Creation

- Texturing

- Level Sculpting

- Level Dressing

Sep 15 - Aug 16 (1 Year)

Witchwood Hollow
University of Hertfordshire
Final year game trailer

- Lead Environment Artist

- Modelling & Texturing

- Asset Creation

- Concept Artist

https://www.facebook.com/WitchwoodHollow

http://3dhit.co.uk/index.php?showtopic=26463#entry300274

Education

University of Hertfordshire

3D Games Art & Design
September 2012-2015 (3 Years)

- Game Industry pipeline
- Game/Film practices
- Classic Art practices

**Bachelor of Arts (BA)
First-Class Honours**

West Herts Colledge

Interactive Media
2009-2011 (2 Years)

- 2D/3D Digital design techniues

**BTEC National Diploma
in Art and Design**

(Triple grade) Distinction, Distionction, Merit