

Colin Greenhalgh's RESUME SHEET

SUITABLE FOR CHARACTERS OF ANY RACE OR CLASS (INCLUDING MULTICLASS CHARACTERS)

Colin Greenhalgh

World Builder Level 7 / Environment Artist Le

CHARACTER NAME

CLASS AND LEVEL

colingreenhalgh@gmail.com

563 554 7924

ADDRESS

PHONE

<http://colingreenhalgh.com/>

Neutral Good

URL

ALIGNMENT

-EXPERIENCE LOG-

Zenimax Online Studios

2011 - Current

World Builder

LOCATION

DURATION

POSITION

DESCRIPTION:

Over the course of my time with ZOS, I've worked closely with level designers, environment and fixture artists, and content designers to tell epic and interesting stories across the land of Tamriel. Responsible for prop placement, environment settings, lighting and metrics, as well as overall composition of scenes approachable in an open world environment.

Recently I've also spent time helping the marketing team take screenshots in game, which involved lighting and posing characters, composing a shot, then taking the final shot into photoshop and touching up the colors and fixing any blemishes.

Budcat Creations

2007 - 2010

Lead Environment Artist

LOCATION

DURATION

POSITION

DESCRIPTION:

Worked with environment artists to create assets and develop the locations in the Wii hunting and target shooting game "Top Shot Arcade", as well as spearheaded the environment art and design of the rapid prototyping project "Ghosts 'n Stuff". Budcat also worked with Neversoft to optimize the Guitar Hero franchise for the PS2 and Wii, while helping on Wii title "Our House Party".

-ACHIEVEMENTS-

Participation in many Game Jams
Worked on small indie team as primary artist
Put in extra hours in times of dire need
Flourished the Sword of Constructive Criticism
Totally recreated the Last Supper w/ skeletons

-CREDITS-

ESO: Dark Brotherhood & Thieves Guild 2016
ESO: Wrothgar DLC 2015
Elder Scrolls Online (PC, XboxOne, PS4) 2014
Top Shot Arcade (Wii) 2011
Guitar Hero 3 - Band Hero (PS2) 2008-2009

-SKILLS-

-Lighting & environment	-Scene Composition	-Optimizing metrics	-Level design and layout
-Hero Engine and Unreal	-Photoshop	-3D Studio Max	-Low poly asset creation

-EDUCATION-

The Art Institute of California - San Diego 2004-2007

Bachelor of Science in Game

COMMENTS, QUESTIONS OR CONCERNS EMAIL: COLINGREENHALGH@GMAIL.COM