

Mark Bolak

Expert Environment Artist

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Experience	Sledgehammer Games Expert Environment Artist 2020/11 ~ Current	Call of Duty: Vanguard, Campaign <ul style="list-style-type: none">• Created and built areas for Stalingrad and Lady Nightingale maps• Assisted with training new artists and ensuring quality standards were met• Took on the role of Lead Asset Artist towards end of project<ul style="list-style-type: none">◦ Focused on Technical and quality aspects of Modeling and Texturing pipeline for current and future projects
	Ubisoft Osaka Lead Environment Artist 2018/08 ~ 2020/10	XDefiant - Not Released yet <ul style="list-style-type: none">• Managed Artists schedules, reviewed and maintained artistic standards• Designed Environment art pipeline and quality standards in conjunction with other studio leads
	Sledgehammer Games Sr Environment Artist 2013/08 ~ 2018/07	Call of Duty: WW2, Zombies: The Darkest Shore <ul style="list-style-type: none">• Fulfilled the role of Environment Pod Lead on The Darkest Shore• Managed Artists schedules, reviewed and maintained artistic standards
		Call of Duty: WW2, Campaign and Zombies: The Final Reich <ul style="list-style-type: none">• Reviewed, directed and mentored artists to maintain artistic standards and best practices• Worked with the lead environment artist to prepare areas for concept, paintover, and production• Worked with design and animation to create and implement gameplay centric assets• Worked with the Tech Art team to develop, implement, and maintain a substance painter workflow for the studio
		Call of Duty: Black Ops III <ul style="list-style-type: none">• Worked with a small strike team to convert MP Redwood from ps4/xbox one version to a working ps3/xbox 360 version
		Call of Duty: Advanced Warfare, Campaign & MP DLC <ul style="list-style-type: none">• Created assets and materials for Aftermath, Utopia, Terminus, Drift, Site 244, Parliament, and Overload• Worked with animation team to create assets for cutscenes and animations• Worked with directors and concept team to design and create hero assets• Worked with pod environment lead to maintain budgets and fps

Education	3d Modeling and Texturing - The Art Department	Spring 2012 - Spring 2013
	Neuroscience - The University of Texas at Dallas	Graduated 2008, Magna Cum Laude
	Japanese Language - KCP International, Tokyo, Japan	October 2009 - June 2010

Programs	Expertise in:	Familiar in:
	Maya, 3DS Max, Substance Painter Photoshop, zbrush,	Unreal, Mari, Substance Designer