

# Tracey King

Seeking new adventures

traceyscorrespondence@gmail.com

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## Summary

My portfolio can be found at - <https://artoftracey.com/>

I have 15 years experience in the video game industry as a Texture Artist, Environment Artist and Lead Artist, creating art assets for PC, Console and handheld platforms, leading teams and directing visual development.

Nothing makes me happier than to see players moving through, and interacting with, something that I've worked on.

Specialties: Texture Painting, Environment Modeling, Team Leadership

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## Experience

Lead Environment Artist at Super Evil Megacorp

March 2013 - March 2018 (5 years 1 month)

Lead Environment Artist on the two major maps that compromise Vainglory.

For the Halcyon Fold, the initial 3v3 map of Vainglory, I was responsible for stylistic development, modeling, texturing, and lighting of all world assets.

I worked directly with the Art Director to develop the visual style for Vainglory. As a new IP, we were discovering the world of Vainglory by experimenting with rendering styles. I took inspiration from table top games, and the rich textures created by handmade terrain.

The limitations of the handheld device, meant that we had to develop a new pipeline for lighting. We baked the lighting into the level and each asset is unique. This gave us the very textural look of the Halcyon Fold, which served to enhance the touch screen based gameplay.

I was also responsible for:

- modeling soft and hard surface assets using Maya 2013
- creating color, bump and spec maps using Photoshop
- light rigging and rendering using Mental Ray
- vegetation animation using vertex animation and proprietary shaders

- exporting assets and adding them to the game
- bug fixing

Sovereign's Rise is the recently released 5v5 map. Development of this map was done on an extremely short schedule, and we utilized outsource teams to help us make the tight deadline.

For Sovereign's Rise, I was responsible for team management, outsource management, art direction and asset creation.

As Lead on this project, I was responsible for:

- concept art
- lighting direction
- art directing both the internal concept teams and the external asset creation teams
- schedule creation
- delegating tasks to the internal environment team
- direct communication with the outsource team leads
- organizing materials going to the outsource team
- verifying and sorting the assets coming back in from the outsource team
- working directly with Tools to develop a new lighting pipeline using the Arnold renderer
- developing a new shader pipeline.

### **Lead Texture Artist**

December 2009 - November 2012 (3 years)

Sly Cooper, Thieves in Time

Lead Texture Artist

- Hand painted texture maps using Photoshop
- Worked directly with 3D modelers to develop visual style
- Direction of and delegation to Texture Art team members

### **Environment Artist, Texture Artist**

April 2009 - December 2009 (9 months)

Computer Graphics for various freelance projects. Responsibilities included story boarding, concept art, environmental and character modeling and texturing, rendering and compositing.

Software used: Maya, Photoshop, After Effects

### **Lead Artist, Environment Artist at Backbone Entertainment**

November 2005 - March 2009 (3 years 5 months)

Lead artist responsible for art direction, managing an art team, and involved in game design.

Writing pipeline documentation, projection for production cycle, and scheduling of tasks.  
Prototyped and documented a modular environmental modeling system, which includes both organic and architectural elements. Enables the quick creation of expansive environments, and allows designers to easily make changes to fine tune game play.  
Conception of all environment assets, both organic and architectural.  
Environmental modeling, texturing, and lighting.  
Creation and manipulation of FX using a proprietary system.  
Character concept, modeling, and texturing.  
Creation of high-res character models and textures for marketing purposes

### **Environment/Texture Artist at Electronic Arts, Tiburon**

**October 2004 - July 2005 (10 months)**

Environmental modeling of stadiums with a high degree of realism and correct scale, keeping within poly budget limits. Developed a system for creating stadiums from base geometry in a modular form, then adding individual elements to make each unique. This enabled each stadium to be within poly budget and have consistent attributes, so that changes could be made simply for each of the 64 environments.  
Creating UV color layers, using both Mental Ray and hand painting vertex colors, to simulate realistic lighting.  
Texture creation, and manipulation to convert to PSP limits.  
Working directly with the development team to ensure that art assets are stylistically consistent and meet the projects goals.  
Writing design documentation, projection for production cycle, and scheduling of tasks.

### **Environment Artist at Mythic Entertainment**

**May 2003 - September 2004 (1 year 5 months)**

Responsibilities include terrain modeling with 3D Studio Max, texture creation and application using Photoshop and Gaea (proprietary software comparable to Deep Paint 3D), architectural and environmental object modeling and texturing, tree generation using CAD Speed Tree, UV mapping, light rigging and baking to texture for use in detail map channels, implementing, testing and delivering final products.

### **Motion Graphics Artist**

**October 2001 - September 2002 (1 year)**

Responsibilities included video editing, compositing, post effects and creation of 3D models and animations for television and film. Software used: Maya, Photoshop and After Effects.

### **Continuing Education Instructor at College for Creative Studies**

**August 2001 - May 2002 (10 months)**

Course entitled: #Motion Graphics: Adobe After Effects# which covered the fundamentals of creating motion graphics for television, film and the web. Material covered included the methods

of key frame animation, compositing, green screening, rendering and importing and exporting footage.

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## Education

College for Creative Studies

BFA, Computer Graphics, August 1998 - May 2002

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[Contact Tracey on LinkedIn](#)