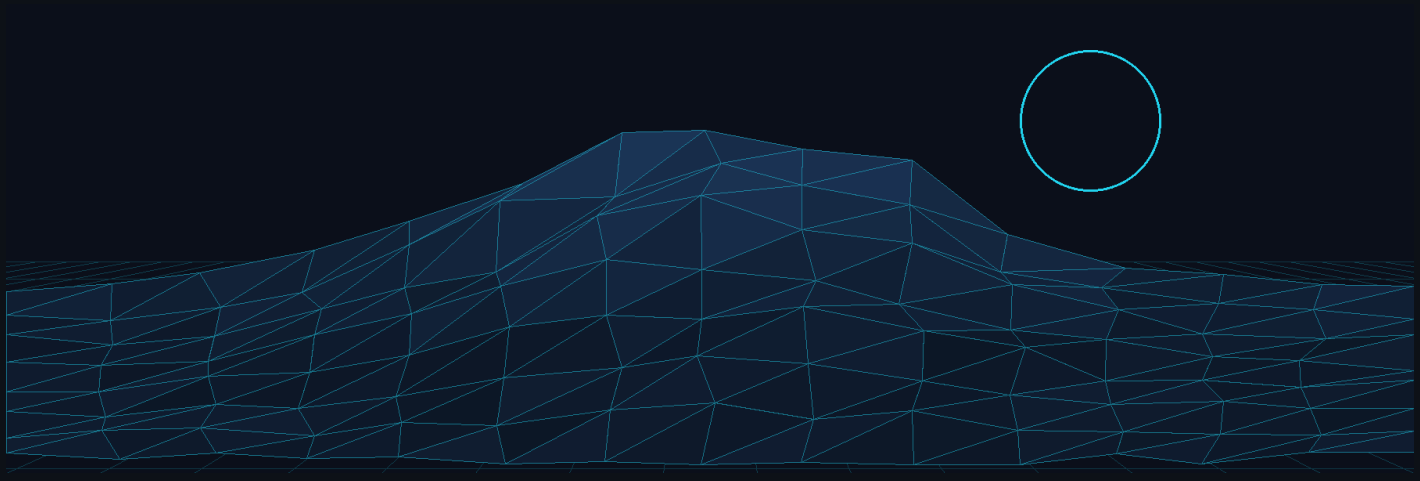
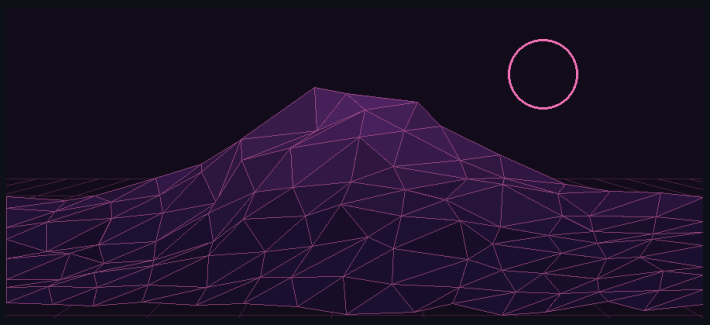
# Kai Sample

## > 3D Environment Artist

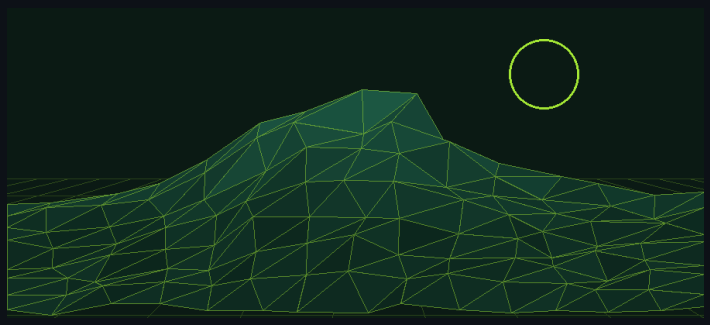
Sheffield, UK / 07700 900755 / kai.sample@example.com / artstation.com/kai-example / sketchfab.com/kai-example / linkedin.com/in/kai-example



*Ridge Outpost: real-time terrain and lighting study in Unreal Engine 5*



*Ember Valley: dusk lighting pass*



*Moss Peak: material and foliage test*

## // EXPERIENCE

**Environment Artist** @ Company One, Sheffield
May 2022 – Present

- Built modular kits and trim sheets for three city districts in Game Title A (PC, PlayStation 5, Xbox Series X|S).
- Set up master materials with the technical art team, reducing draw calls in dense streets.
- Dressed and lit two hero locations used in the reveal trailer.

**Junior Environment Artist** @ Company Two, Leeds
Jul 2020 – Apr 2022

- Modelled and textured props and set dressing for Game Title B (Nintendo Switch, PC).
- Optimised LODs and lightmaps to hit the target frame rate on handheld.

## // PROFILE

3D environment artist with five years in games, focused on sci-fi and urban environments in Unreal Engine 5. I build modular kits, trim sheets and materials that look great and stay inside budget, and I enjoy lighting a scene until it tells a story.

## // TOOLKIT

Maya · Blender · ZBrush · Substance 3D Painter · Substance 3D Designer · Unreal Engine 5 · Marmoset Toolbag · Perforce

## // EDUCATION

**BA (Hons) Games Art**
University of Example, 2020

## // ALSO

Personal project: “Ridge Outpost”, a mountain terrain scene, with breakdown on ArtStation

Full right to work in the UK | Open to relocation in the UK

EXAMPLE CV | Fictional person, studios and games | Free template from hardysearch.co.uk | Creative layout: also keep a plain version for online applications