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# JUSTIN WALTERS

PRINCIPAL ENVIRONMENT ARTIST

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✉ [justinsvs@gmail.com](mailto:justinsvs@gmail.com)

🏠 <http://www.justinwaltersart.com>

in [Linkedin.com/in/justin-walters-06b4479](https://www.linkedin.com/in/justin-walters-06b4479)

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## PROFILE

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I am a fourteen year veteran of the Video Game Industry with seven shipped titles. I understand the value of optimization and efficiency, the importance of effective communication, and the necessity of getting work done in a timely fashion. I really enjoy the creative process and love making games.

## EDUCATION

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**Vancouver Film School**  
**3D Animation & VFX**  
Vancouver, BC  
2007 – 2008

**Iowa State University**  
**BFA Drawing & Painting**  
Ames, IA  
2001 – 2005

## SKILLS

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- Modeling
- Texturing
- Optimization
- Set Dressing
- Artist Supervision
- Outsource Supervision
- Knowledge of Industry  
Standard Software
- Fast learner of  
Proprietary Software

## EXPERIENCE

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### PERFECT DARK

*The Initiative (Xbox Game Studios) / Santa Monica, CA / 2019 - Present*  
Title: Principal Environment Artist

### JUST CAUSE 4

*Avalanche Studios / New York, NY / 2017 - 2019*  
Titles: Senior Environment Artist / Art Production Supervisor (DLC)

### STAR WARS: BATTLEFRONT II

*Electronic Arts (Motive Studios) / Montreal, QC / 2016 - 2017*  
Title: Senior Environment Artist

### CALL OF DUTY: MODERN WARFARE REMASTERED

*Certain Affinity / Austin, TX / 2016*  
Title: Environment Artist

### DOOM

*Certain Affinity / Austin, TX / 2015 - 2016*  
Title: Environment Artist

### HALO: THE MASTER CHIEF COLLECTION

*Certain Affinity / Austin, TX / 2015*  
Title: Environment Artist

### MIDDLE-EARTH: SHADOW OF MORDOR

*Monolith Productions / Seattle, WA / 2014*  
Title: Environment Artist

### STAR WARS: THE OLD REPUBLIC

*Electronic Arts (BioWare) / Austin, TX / 2008 - 2012*  
Title: Environment Artist

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