

# Jennifer M. Bouris

Character & Environment Artist

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Portfolio: <http://artandseoul.com>

- Experience**
- Unannounced Project*** - [Liquid Entertainment](#)  
09/2011– Current Character Artist, Layout Artist Pasadena, CA
- Modeled and textured characters with and without concept for an upcoming licensed project.
  - Revised previously created characters to better match the concepts provided by the license-holder.
  - Set up characters in Unity to ensure the use of correct textures and shaders.
  - Created layouts for various arenas using a grid based system.
- D&D: Heroes of Neverwinter*** - [Liquid Entertainment](#)  
04/2011– Current Character, Environment, UI Artist Pasadena, CA
- Developed process for creating armor sets in a manner that facilitates character animation.
  - Designed and created majority of character armors, helms, and shields.
  - Created character variants including face, skin tone, hair style, and hair color choices.
  - Created adventure tiles and props.
  - Unified the look of environment assets to better match the art style.
  - Designed and implemented various UI elements using Flash.
- Thor: God of Thunder*** - [Liquid Entertainment](#)  
11/2008 – 04/2011 Environment Artist Pasadena, CA
- Functioned as level lead of Asgard, coordinating fellow artists to meet milestone deadlines.
  - Generated memory reports and identified solutions to ensure Asgard stayed within budgets.
  - Ran weekly workshops to train new artists on ZBrush, Max, and Unreal techniques.
  - Modeled, textured, integrated, and created collision for assets in all levels of the game.
  - Created special materials to be used for specific gameplay functionality.
  - Proposed and revised layouts of several key areas to facilitate streaming.
  - Set up character materials and reworked character textures received from outsourcing.
- Rise of the Argonauts*** - [Liquid Entertainment](#)  
01/2008 – 11/2008 Environment Artist Pasadena, CA
- Designed and created environmental assets, imported into UE3, and integrated into levels.
  - Animated environmental elements using Unreal matinee and kismet.
  - Prototyped level to meet game design needs while keeping art requirements reasonable.
  - Analyzed memory reports and devised plans to reduce memory in over-budget areas.
  - Trained designers and artists on proper Unreal BSP usage
- Apparitions*** - [Star Mountain Studios](#)  
09/2007 – 10/2007 Background Artist Long Beach, CA
- Created backgrounds using 3d assets, photo textures, and painting techniques.
  - Reworked backgrounds from other artists to better fit concepts.
- Software** Unreal Editor, 3D Studio Max, ZBrush, CrazyBump, Photoshop, Unity
- Education** 2005-2007 The Art Institute of California – Los Angeles Santa Monica, CA
- Bachelor of Science - Game Art & Design - Valedictorian