

# JEFFREY A. SCOTT – Texturing and Environment Artist

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Experience

## The Outsiders, Vancouver, BC

Nov 2024 - Aug 2025

### Senior Real-Time Environment Artist (Freelance) – Unannounced VR Project

Modelling, Texturing, Set Layout, Enviro Look Dev in Unreal Engine.

## Co3/Method Studios, Vancouver, BC

Nov 2021 - Oct 2024

### Senior Real-Time Environment Artist – Various UE5 Cinematics and Adverts

Modelling, Texturing, Set Layout, Enviro F/X, SpeedTree, Enviro Look Dev in Unreal Engine.  
Mentored Artists.

## Digital Domain, Vancouver, BC

Jan 2020 - Nov 2021

### Environment Artist (Senior) “Black Adam”

Modelled, Textured and Look Dev set extensions.

### Environment Artist (Senior) “Shang Chi and the Legend of the Ten Rings”

Modelled, Textured and Look Dev set extensions.

### Environment Artist (Senior) “Wandavision”

Modelled, Textured and Look Dev set extensions.

### Environment Artist (Senior) “Morbius”

Textured and Look Dev assets.

## MPC Film, Vancouver, BC

Feb 2018 - Dec 2019

### Environment Key Artist “Sonic”

Modelled and textured assets. Matte Painting. Mentored Artists.

### Environment Key Artist “Maleficent: Mistress of Evil”

Modelled assets. Developed a more efficient workflow through photogrammetry and kit-bashing. Mentored Artists. Quality Control /publishing.

### Environment Key Artist “POKEMON: Detective Pikachu”

Modelled and textured Rhyme City roads. Designed, modelled and textured Rhyme City bridge. Modelled and texture various Rhyme City buildings. Mentored Artists.

### Environment Key Artist “Aquaman”

Helped develop and test in house scatter “diorama” tool in Unity. Modelled modular building assets and layout/scatter for Fishermen Kingdom. Seaweed forest layout/scatter.

## Oats Studios, Richmond, BC

Apr 2017 - Oct 2017

### Lead Environment Artist “Adam 2 & 3”

Responsible for the overall visuals and creation of the environments in UNITY.  
Duties included: design/look development of the environment assets, manage outsourcing and internal team in the creation of the assets, shooting and processing photogrammetry.

## ICON Creative Studio, Vancouver, BC

Feb 2016 - Apr 2017

### Surfacing Artist

Duties included: creating textures, shading networks to define surfaces and looks as needed/directed by needs of various projects within the production schedule.

## Think Tank Training Centre, North Vancouver, BC

Jul 2010 - Dec 2016

### Lighting & Environment Mentor

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**United Front Games, Vancouver, BC**

Sep 2009 - Aug 2015

Lead Artist "Un-named Unreal4 Prototype" 2014-2015  
Environment Lead "Sleeping Dogs Definitive Edition" 2014  
CG Generalist "Tomb Raider Definitive Edition" 2013  
Lighting Lead "Sleeping Dogs" 2009-2012

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**Propaganda Games, Vancouver, BC**

Jun 2005 - Aug 2009

Lighting Lead "Turok, Turok 2, Armada of the Damned" 2005-2009

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**Rainmaker (Mainframe Entertainment), Vancouver, BC**

Aug 1996 - May 2005

Lighting Supervisor

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**Spencer R Higgins, Architect Inc., Toronto ON**

Jun 1990 - May 1996

Architectural Technologist

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Technical  
Knowledge

**Software**

Unreal 5, Maya, Substance Painter, ZBrush, SpeedTree, Photoshop, Gaea, Redshift, Vray, Metashape (Photoscan), Reality Capture, Unity.

**Production Workflows**

- PBR Texturing
- High & Low Poly Modelling
- Photogrammetry

**Professional Development**

CG Society

- Introduction to Environment Design for Games and Film with Simon Scales
- Look Development and IBL in Maya with Noah Vice
- Environmental Texturing with Leigh van der Byl
- Creature Texture Painting in Mari with Justin Holt
- Fundamentals of Digital Painting with Don Seegmiller
- Becoming a Better Artist with Robert Chang

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Education

**Alias 3D Modeling and Rendering Certificate**

Information Technology Design Centre, Toronto, ON

1996

**Syllabus Program**

Royal Architectural Institute of Canada, Toronto, ON

1990 -1996

**Architectural Technology Diploma, Conservation**

Algonquin College, Ottawa, ON

1987 - 1990

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References

**Karina Partington**

Executive Producer

Method Studios

[karinapartington@gmail.com](mailto:karinapartington@gmail.com)

**Sam McGlynn**

Executive Creative Director

Method Studios

[sammymcglynn@gmail.com](mailto:sammymcglynn@gmail.com)

**Alex Jenyon**

Digital Environment Supervisor for VR

Dimension Studio

[alex@aj-concepts.net](mailto:alex@aj-concepts.net)