

# JEFFREY A. SCOTT – Texturing and Environment Artist

#301-2055 Yukon St, Vancouver BC, V5Y 4B7 – 604-787-6709 – [jas68@shaw.ca](mailto:jas68@shaw.ca)  
[www.jasportfolio.com](http://www.jasportfolio.com) <https://jas68.artstation.com/>

## Experience

### Digital Domain, Vancouver, BC

Jan 2020 - current

#### Environment Artist (Senior) “Wandavision”

Modelled, Textured and Look Dev set extensions.

#### Environment Artist (Senior) “Morbis”

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.

Duties included: design/look development of the environment assets, manage outsourcing and internal team in the creation of the assets, shooting and processing photogrammetry, as directed by VFX Supervisor and Director.

### 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

Responsible for coaching students in creating their demo reels and helping them decide on the critical decisions that define the overall look and mood of their environment modelling reel.

### 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

### Propaganda Games, Vancouver, BC

Jun 2005 - Aug 2009

Lighting Lead “Armada of the Damned” 2009

Lighting Lead “Turok & Turok 2” 2005-2009

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

Aug 1996 - May 2005

**Lighting Supervisor "Stuart Little 3" 2003-2005****Lighting Supervisor "Spiderman, The Series" 2001-2003****F/X Supervisor "Heavy Gear" 2000-2001****Animation Sup. "Beast Machines" & "Shadow Raiders" 1998-2000****Jr. & Sr. Animator 1996-1998**

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

Jun 1990 - May 1996

**Architectural Technologist**

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**Technical  
Knowledge****Software**

Maya, Mari, Photoshop, Substance Painter, ZBrush, Redshift, Vray, Renderman, Metashape (Photoscan), Reality Capture, 3DS Max, Nuke, Unity, Unreal 4

**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****Chris Harvey**

VFX Supervisor

Oats Studios

chris.harvey@oatsstudios.com

**Alex Lincoln**

Modeling Supervisor,

ICON Creative Studio

alincoln3d@gmail.com

**Alex Jenyon**

Lead Artist

Dreamcraft Attractions

alex@aj-concepts.net