



SARAH SMITH

LEAD VEGETATION ARTIST

CONTACT

- Available on Request
- Sarahsmith3D@hotmail.com
- www.sarahsmith3D.com
- Greater Seattle Area or US/Canada Remote

PROFESSIONAL SUMMARY

I specialize in vegetation and photogrammetry, interested in working alongside other creative and passionate individuals to create high quality biomes and immersive game play experiences. I am an organized & detail oriented individual focused on deep collaboration and clear communication with plenty of experience working with global teams to create effective long-term plans, execute on objectives and improve workflows.

WORK EXPERIENCE

Electronic Arts

Lead Vegetation Artist (Battlefield)

MAR 2024 - PRESENT

Ripple Effect Studios - Full-time - Greater Seattle Area

- Leading Single-player vegetation development for the Battlefield franchise

Lead Vegetation Artist (Battlefield)

AUG 2022 - MAR 2024

Ridgeline Games - Full-time - Greater Seattle Area

Lead Vegetation Artist on Battlefields Single-player experience

- Built the single-player vegetation team. Managed and mentored other vegetation artists.
- Managed the scope and production planning of vegetation asset lists for internal and external artists.
- Improved collaboration and coordination across the vegetation teams from multiple Battlefield Studios by implementing weekly meetings, agenda & feature development tracking and regular 'tools' training sessions to improve team knowledge and versatility.
- Extensive cross-studio, cross-timezone coordination with Battlefield partner studios DICE (Sweden), Ripple Effect (LA), and Criterion (London)
- Identified inefficiencies in our pipeline. Advocated for and oversaw the implementation of new programs (Speedtree & Houdini) into our workflow, reducing vegetation asset creation times by an average of 40%.
- Supported the early growth of our studio, fostering a culture of trust, collaboration and excellence.

Microsoft

Environment Artist (Forza Motorsport)

MAR 2020 - AUG 2022

Turn 10 Studios - Full-time - Greater Seattle Area

Vegetation Artist on Forza Motorsport 8

- Pre-production development and research for next generation platforms, collaborating with Look development, Lighting and Cinematics teams to establish the visual target for future Motorsport releases, using industry leading workflows and technologies
- 3D asset and PBR texture creation, polish and optimization, specializing in vegetation and biomes
- Photogrammetry for organic and hard surface assets. Creation of digital doubles of existing real world locations and establishment of an internal library of photorealistic assets
- Development of procedural workflows within Houdini and Substance to improve photogrammetry pipeline
- Collaboration with Tech Art and Tools teams to test and implement procedural tools with our proprietary engine
- Set decoration and worldbuilding across 11 launch tracks
- Direction of external artists to guide artistic vision, visual and performance targets
- Extensive documentation for internal and external artists on vegetation and photogrammetry workflow and pipelines

Environment Artist (Forza Motorsport)

AUG 2018 - FEB 2020

Turn 10 Studios - Contract via Randstad - Greater Seattle Area

- Supported post-launch content exploration for Forza Motorsport 7
- Pre-production research and development for Forza Motorsport 8
- Prototyped, tested and improved upon photogrammetry pipelines and the creation of 'digital doubles' of existing real-world locations.

Wargaming

APR 2016 - AUG 2018

Associate Environment Artist (Unannounced Project)

Wargaming Seattle - Full-time - Greater Seattle Area

- Full pipeline development for assets and maps from whitebox to polish phase, including tuning and optimization of vegetation, building and prop assets. Responsible for the creation of key hero buildings and destruction elements.
- Close coordination with Level Design teams to ensure art and gameplay remained compatible and readable.
- Cross-team collaboration to establish rulesets to accommodate varying gameplay and performance requirements.
- Provided daily feedback for OS vendors to ensure the delivery of high quality assets
- Documentation of workflows and systems for internal use
- Provided support onboarding interns and contract artists to our tools and workflow pipelines

Wander

JAN 2013 - AUG 2015

Environment Artist & Level Artist (Wander)

Wander - Freelance - Melbourne, Australia

- Developed and implemented key gameplay assets
- Level design and set dressing for all major map regions
- Managed porting of all existing art assets from Unity to Cryengine as part of a engine transition initiative.
- Testing and optimization of gameplay and assets
- Presented in the Indie developer section at PAX Australia in 2013

SKILLS & SOFTWARE KNOWLEDGE

- 8+ years game development experience
- 3D asset and PBR texture creation for next generation platforms, specializing in vegetation and biomes
- Photogrammetry for hard surface and organics
- Set decoration and world building to drive storytelling and narrative
- Strong communication and organizational skills. Extensive collaboration with tech art and procedural teams to test and implement tools for artists.
- Experience with providing artistic feedback to external art teams and creating documentation to guide artistic vision, visual and performance targets.
- Proprietary and third party engine and tool experience
- Outsource Production Management
- Avid gamer with a passion for creating deep and immersive experiences
- Autodesk 3Ds Max & Autodesk Maya
- Adobe Photoshop
- SpeedTree
- Reality Capture & Agisoft Metashape
- Substance Painter & Substance Designer
- Houdini
- Frostbite Engine / Unreal Engine 4
- Perforce / Jira / Shotgun
- Confluence / Miro

EDUCATION

Academy of Interactive Entertainment

JAN 2011 - DEC 2012

Advanced Diploma of Professional Game Development - Game Art

Melbourne, Australia

Lilydale High School

JAN 2003 - DEC 2008

Year 12

Melbourne, Australia