

# Jason Lavoie

## 3D Environment Artist

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London, Ontario Canada

## Summary

- Ability to effectively complete tasks on time while using critiques to help create the best end product.
- Very self motivated and work great within a team environment.
- Constantly learning and evolving, enjoys facing new challenges and putting new skills to good use.

## Experience

- **Digital Extremes | Environment Artist** | [www.DigitalExtremes.com](http://www.DigitalExtremes.com)  
June 2010 – Current  
Responsible for creating Environmental props and textures for “The Darkness 2”.
- **Unknown Worlds | Contract Environment Artist** | [www.UnknownWorlds.com](http://www.UnknownWorlds.com)  
April 2010 – June 2010  
Responsible for creating Environmental props and textures for “Natural Selection 2”.
- **Contract Environment Artist**  
Responsible for creating Next Gen / Hand held / Mobile Content.  
“Trainz Simulator 2009” (PC) | “LogiCore” (Iphone) | “Red Orchestra” (PC)

## Software

- **Production** | 3D Studio Max, Photoshop, Zbrush
- **Game Engines** | Unreal Engine, Evolution Engine, Source
- **Other** | Perforce

## Education

- **Durham College** | Game Design and Development (2007 – 2010) - Graduated