

Jason Barajas
Sr. Environment Artist
www.jasonbarajas.com
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- 7 AAA titles Shipped, PS2, XBOX, PS3, XBOX360, PC
- FPS, 3rd Person Adventure, and RTS Titles
- Experience with Max, Photoshop, Illustrator and Unreal Engine 3, some Maya and Zbrush
- Ability to adapt to proprietary tools and Tech
- Experience in both Senior and Lead Environment Roles

EXPERIENCE THQ, Kaos Studios - New York, NY

05/2007 – Current

HomeFront: Xbox 360, PS3, PC – in development

Lead Environment Artist

Lead Level Artist using the Unreal 3 Engine. Work closely with design counterparts, various Leads, and the Art Director to bring single player and multiplayer levels to fruition. Keeping in mind the needs of design, as well as ensuring the levels are within budget and run at an acceptable frame rate, I am responsible for creating rich, detailed environments, true to the world of Homefront through believable urban planning, and story driven visual targets.

Responsibilities include:

- Management of 6 person team comprised of level artists and prop artists
- Location and Reference Material research
- Set Dressing
- Level Layout assessment
- Establish Environmental Visual Targets
- Execute on visual targets throughout levels.
- Asset creation, modeling and texturing

Frontlines: Fuel of War: PC, Xbox 360

Senior Environment Artist

Level Artist using the Unreal 3 Engine. Working closely with design counterparts, various Leads, and the art director to bring single player and multiplayer levels to fruition.

Keeping in mind the needs of game play and design as well as ensuring the levels are within budget and run at an acceptable frame rate. I also contributed to the successful release of DLC content for Xbox live.

Electronic Arts - Los Angeles, CA

01/2003 – 04/2007

Medal of Honor: Airborne PS2

CGA IV Lead Environment Artist

Lead Environment artist on MOH Airborne. Responsible for Lighting, Texturing, Modeling, Asset Integration, Memory Management and task management for a small team of environment artists.

The Lord of The Rings, Battle for Middle Earth II Xbox360

CGA IV Lead Artist

Asset management, Asset creation, Art Direction where needed adapting the PC game to the Xbox360
Coordinated daily with DD's and producers to project weekly objectives for the team and ensure milestones are met on time at the level of quality expected of the LOTR franchise.

Medal of Honor: European Assault

CGA III Lead Environment Artist

Lead Environment artist responsible for the St. Nazaire campaign of MOHEA. Lighting, Texturing, Modeling, Asset Integration, Pipeline Authoring, Memory Management, and Visual target establishment.

Medal of Honor: Rising Sun

CGA II Environment Artist

Environment artist for the FPS Action/Adventure title "Medal of Honor: Rising Sun".

Created environment work for the opening Pearl Harbor mission as well as the Bridge Over the River Quay mission.

Terminal Reality - Dallas, TX

02/2002 - 01/2003

Environment Artist. BloodRayne 1

Set, Prop, and Lighting artist for the 3rd person Action/Adventure title "BloodRayne".

RVA PC Vinoly Architects - New York, NY

10/2000 – 10/2001

Consultant, 3D Studio Max Artist

Building environments in 3DS MAX for Design Visualization and Presentational purposes.

Interbrand - New York, NY

10/2000 - 10/2001

Consultant, 3D Studio Max Artist

Building environments in 3DS MAX for Design Visualization and Presentational purposes, building mostly architectural elements for the re-branding of corporate and retail environments.

Curious Pictures - New York, NY

4/1999 - 2/2000

Internship. 3D Studio Max Artist

Conceptual design and Modeling of objects and environments used in the Avenue Amy series for the Oxygen Cable Network. The Avenue Amy Series was accepted and screened at Siggraph 2000's Electronic Theatre in New Orleans.

EDUCATION

Pratt Institute - Brooklyn, NY

2/2000

Bachelor's Degree

Bachelor of Fine Arts in computer graphics and interactive media