



CHICO SPANS

ENVIRONMENT ARTIST

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SUMMARY

I am Chico, born in Amsterdam and raised right beside it in Diemen, the Netherlands. At an early age I developed an interest in everything that involves creativity. I am a spider-man fan, like going out for walks and enjoy beautiful scenery. My most recent hobby is photography.

I am a motivated and passionate 3D environment artist with a keen eye for detail. I am a team player and always searching to expand my skill set.

EXPERIENCE

Environment Artist, Playground Games

Leamington Spa, United Kingdom — September 2017

As Environment artist at playground games I was part of the road team working on Forza Horizon 4, my responsibilities included, but were not limited to authoring road textures and decals including modeling and texturing, setting up procedural profiles for road generation, and make sure everything worked under all weather conditions and seasons, nearing the end of the project I was part of the E3 team and my responsibility was to make sure all the roads looked like their best in the E3 trailer and stage demo.

Freelance Foliage Artist, Bluehole

Seoul, Korea — September 2016 - January 2017 (5 Months)

The company is based in Korea, but I worked in the Netherlands as Foliage Artist for Bluehole. I worked on various tree and bush models for the PLAYERUNKNOWN game. We worked with tight schedules, and I did this next to my study.

I was responsible for modelling the trees and high poly leaves, texturing the bark using photogrammetry and preparing level of detail models. I also maintained client contact during my activities, which included regular updates, responding to feedback and occasional video calls.

Freelance Environment Artist, Van Gogh Church

Breda, the Netherlands — March 2016 - July 2016 (4 Months)

For this project I created a stylized replication of Van Gogh's house located in the Netherlands. This environment was implemented in a VR experience to draw more visitors to the Church.

Freelance Environment Artist, PixelPerfectPolygons


Diemen, the Netherlands — April 2016 - Juni 2016 (3 Months)

I was responsible for creating a modular trench system for military infantry to walk through in-game. The company valued accuracy, so this assignment included that I talked to a historian about how the trench system had been exactly built at the time.

Designer/3D Artist, Sticky Game Agency

Utrecht, the Netherlands — February 2014 -August 2014 (7 Months)

As junior designer/3D Artist at Sticky, I was responsible for making graphics and implementing them in engine. I also worked on level design and overall game feel.



Due to the relatively short project durations, I was continuously challenged with new tasks.

The projects I worked on collectively had over 110 million play sessions.

Art Intern, Sticky Game Agency

Utrecht, The Netherlands — February 2013 - February 2014 (12 Months)

As an intern at Sticky, I was considered a member of the team. I had a wide range of activities, ranging from making 3d models to level design and doing work in-engine, all while keeping mobile performance in mind.

EDUCATION

NHTV University of Applied Sciences

International Game Architecture & Design (IGAD) — 2014 - 2018

High vocational education; the intense program at IGAD challenges my artistic skills and polishes and expands my skillset, while allowing me to keep in touch with industry professionals.

Grafisch Lyceum Utrecht

Game Art & Development — 2010 - 2014

Intermediate vocational education which taught me the basics of what it means to be a 3D artist in the game industry.

SKILLS

- High and low poly modeling
- Sculpting
- Texturing
- Communication
- Using version control

PROGRAMS

- Autodesk 3Ds Max
- Autodesk Maya
- Zbrush
- Mudbox
- Adobe Photoshop
- Substance Painter and Designer
- Unreal Engine 4
- Unity
- Speedtree
- Knald
- Xnormal
- Perforce