

Jonathan Garcia *Senior 3D Environment and Outsourcing Artist*

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Accomplished 3D Environment and Outsourcing Artist with 12+ years in the video game industry, including 5 years in leadership roles. Successfully shipped AAA and indie titles across various platforms including PC, console, mobile, AR, and VR.

Work Experience

Nintendo - Retro Studios, Senior Environment Artist - Level 4 (Contract)

10/2022 – 07/2024

- Modeled, textured, and built environments for Metroid Prime 4.
- Led environment art production for the game's opening level.
- Worked directly with outsourcing team and vendors to maintain visual quality and performance standards.
- Guided internal teams to align environments with the Art Director's vision.
- Supported R&D efforts to establish workflows and created reference documentation for art teams.
- Collaborated with feature owners and design leads to ensure art complements gameplay.

Outer Edge Interactive, LLC, Lead Artist, Co-Founder, and Manager

03/2019 – Present

- Modeled, textured, and built immersive worlds for both client and internal projects.
- Led internal and external teams, while overseeing daily business operations.
- Secured corporate contract with Cyan Worlds Inc., contributing to the development of their Myst remake.

Sledgehammer Games, Environment Artist

11/2016 – 08/2018

- Modeled and textured 3D assets, and built environments for Call of Duty: WWII.
- Designed buildable and destructible assets for tank missions and all DLC maps.

Telltale Games, Environment Artist

03/2015 – 11/2016

- Modeled, textured, lit, and crafted 3D environments for various major IP's.

Kixeye, 3D Artist

08/2012 – 03/2015

- Modeled and textured 3D assets for high-end mobile games.

Skills

3D Modeling: Maya, 3DS Max, ZBrush

Texturing: Substance Painter, Substance Designer, Photoshop

Game Engines: Unreal Engine, Unity, Proprietary Tools

Management and Feedback: Jira, ShotGrid, Miro, PureRef

Qualifications

- Excels in high/low poly workflows for organic and hard surface modeling.
- Crafts high-quality photo-realistic and hand-painted textures.
- Applies advanced knowledge of Physically Based Rendering (PBR) workflows.
- Leverages expertise in various game engines and adapts quickly to proprietary tools.
- Navigates all phases of game development, from R&D to optimization and final polish.
- Guides teams through effective leadership, artist mentoring, and outsourcing integration to deliver high-quality work.
- Communicates effectively across disciplines, resolving issues with speed and efficiency.
- Works from concept art and creates original designs as needed.
- Utilizes a deep understanding of how art influences gameplay and environmental storytelling.

Education

Savannah College of Art and Design, B.F.A. Interactive Design and Game Development

01/2007 – 11/2010 | Atlanta, GA

Projects

Metroid Prime 4: Beyond, Nintendo - Retro Studios, E.T.A. 2025

Myst Remake, Cyan Worlds Inc - Outer Edge Interactive, 2020

Call of Duty: WWII, Sledgehammer Games, 2017

The Walking Dead: A New Frontier, Telltale Games, 2016

Batman, Telltale Games, 2016

The Walking Dead: Michonne, Telltale Games, 2016

Tales from the Borderlands, Telltale Games, 2015

Game of Thrones, Telltale Games, 2015

War Commander: Rogue Assault, Kixeye, 2014