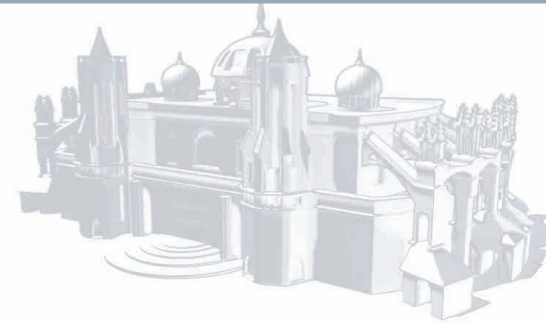**U. Seann McLafferty**
Environment Artist

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6 1 9 . 9 4 4 . 6 1 8 0
San Diego, CA

**In Game Screenshots:**
**Level created in**
**UnrealEd. Static Meshs**
**created in Maya.**
**Textures created**
**in Photoshop. Texture**
**size is 512 x 512 or smaller**
**and all tile seamlessly.**

**Breakdown List:**
I created everything
sans the sky box.

Level is based on
a caribbean paradise.