



**U. Seann McLafferty**  
Environment Artist  
urbanesmla@comcast.net  
urban.ceardach.com  
6 1 9 . 9 4 4 . 6 1 8 0  
S a n D i e g o , C A



## **DESIRED POSITION:**

Environment Artist

## **PROFILE:**

Multitalented 3D artist with a Bachelor of Fine Arts Degree in Computer Animation and a Bachelor of Science Degree in Game Art and Design. He is a highly motivated technical artist who is able to work well under pressure.

## **STRENGTHS:**

- Five years experience with Maya
- Expert ability to create "clean" models in both high and low polygonal counts
- Strong understanding of lighting, color theory, and composition
- Heavy experience teaching others in the use of software and skill sets

## **EXPERIENCE:**

02/2005 - Current

SCEA

### **Intern in Cinematics Department**

- Environmental Artist for the cinematics of SOCOM 3, SOCOM PSP, NBA Shootout 2006, and an unannounced project. Duties include modeling and texturing of objects and buildings to be used in the final product.

02/2003

Relevo Por La Vida  
Miami, FL

### **Creator**

- Animated Short: "Soap Opera"
- Played in the Miami Orange Bowl

01/2002 - 07/2002

Miami International University  
of Art and Design

### **Lead Modeler / Lead Texture Artist / Lead Lighting Artist**

- Animated Short: "The Rescue"

## **EDUCATION:**

2004 - 2005

Art Institute of California  
San Diego, CA

BS in Game Art and Design

2001 - 2003

Miami International University  
of Art and Design  
Miami, FL

BFA in Computer Animation

## **SKILLS:**

### **3D Skills Summary:**

Modeling - Low Poly and High Poly

Organic  
Structural  
Plants  
Vehicles  
Humanoid

Procedural and File Texturing, Animation, Rigging, Skinning, UV Mapping, Particles, and working knowledge of MEL.

### **Digital Video Skills Summary:**

Layer Compositing, Non-Linear Editing, Sound Synchronization

### **Other Skills:**

Leadership and Organizational Skills, Interpersonal Skills, Windows and Mac Os, 60 Wpm typing speed, Computer hardware installation and troubleshooting

## **SOFTWARE SKILLS:**

Maya Unlimited	5 Years
Adobe After Effects	5 Years
Adobe Photoshop	5 Years
Adobe Premiere	5 Years
Adobe Illustrator	4 Years
3D Studio Max	2 Years
Unreal 2004 Editor	1 Months
ProTools	6 Months

## **SECONDARY SOFTWARE SKILLS:**

Microsoft Word, Microsoft Access, Microsoft Excel, Microsoft Powerpoint, Microsoft Publisher



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**In Game Screenshots:**

Static Meshes 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 skybox texture.

Level is based on public fallout shelter concept art made by the Federal Civil Defense Administration during the 1950s.





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

**Breakdown List:**  
I created everything.

Level is based on the location "White Columns" in the novel Snow Crash by Neal Stephenson







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**In Game Screenshots:**  
Level created in UnrealEd. Static Meshes 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.





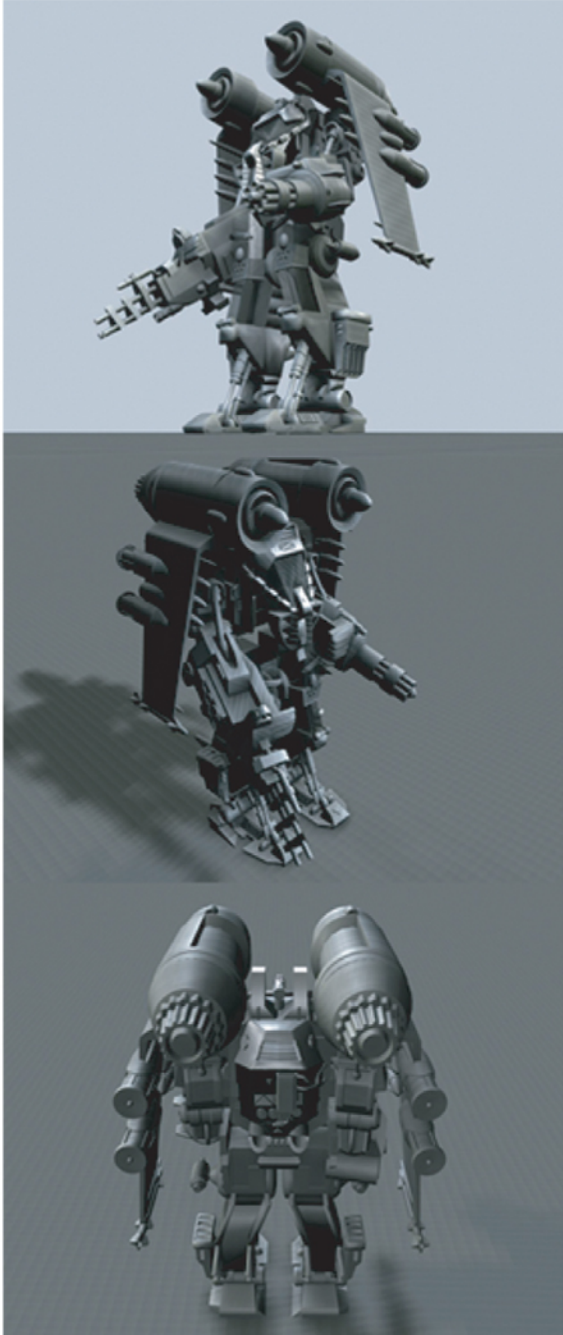


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## Mechanical Models



View Shading Lighting Show Panels

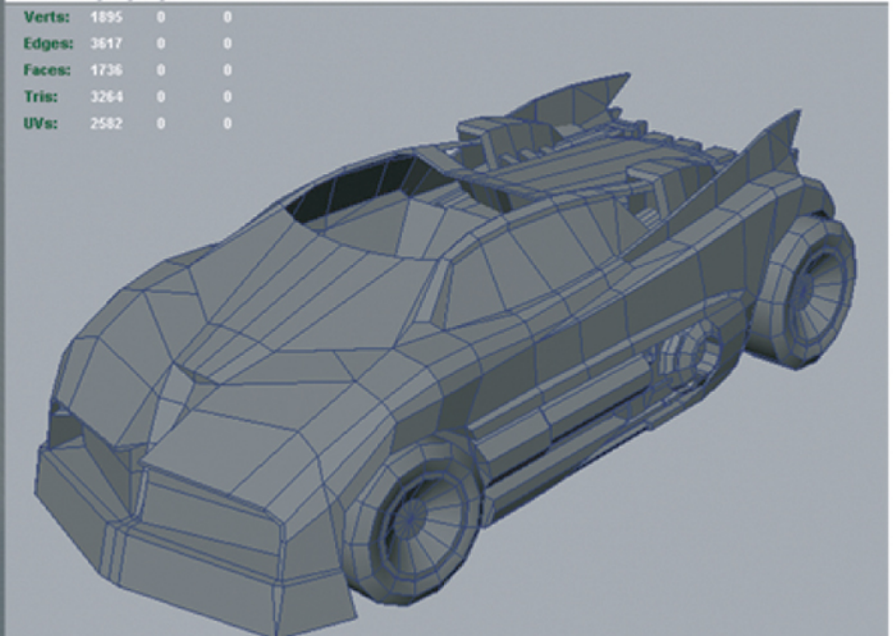
Verts: 1895 0 0  
Edges: 5143 0 0  
Faces: 3265 0 0  
Tris: 3266 0 0  
UVs: 2586 0 0

640 x 480



View Shading Lighting Show Panels

Verts: 1895 0 0  
Edges: 3617 0 0  
Faces: 1736 0 0  
Tris: 3264 0 0  
UVs: 2582 0 0



Robot based on ExoSquad  
TM and © 1994 and TM and  
© 1995 Universal Cartoon Studios

Car Based on Batmobile design for WB show The Batman  
TM and © Warner Bros. Entertainment Inc. All rights reserved.  
The Batman™ and © 2004 Warner Bros. Entertainment Inc.





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From left to right:

Hutches - 752 tris  
748 tris  
728 tris

Barber Shop - 3474 tris

Royal Hutch - 1440 tris

Tiki Torch - 199 tris

Buildings - 462 tris  
596 tris  
1220 tris

Square Block  
Sidewalk - 547 tris

Tenement - 960 tris







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From left to right:

Oak Tree - 3007 tris

Cypress - 1712 tris

Palm Plant - 278 tris



Double Palm - 492 tris

Pointy Plant - 256 tris

Elephant Ear - 345 tris

Stubby Palm - 438 tris

Giant Palm - 400 tris

Skinny Plant - 326 tris

Flowers - 164 tris

Pink Flowers - 439 tris

Purple Plant - 931 tris

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**2D Sample Sheet**

Photoshop

Corel Painter

Illustrator

Texturing

Digital Painting

Life Drawing

Oil Painting

