

# Damarcus Holbrook

## Senior Environment Artist

23592 Windsong # 25C, Aliso Viejo, CA. 92656  
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pass: Catcat38

### EXPERT

Maya    3D Max    SAI    Photoshop    Art Rage    Z-Brush    UDK 3    Fox Engine    Forge

### EXPERIENCE

#### **Blizzard Entertainment - 4/15th 2014 – Present**

Irvine, CA 92618

**(WarLords of Draenor)**

<https://www.youtube.com/watch?v=NzuHhPITdyU>

<https://youtu.be/NzuHhPITdyU>

**Senior World Builder/ Level Design/ Artist/**

Responsible for taking World Zones & Game Player Areas that I designed from White Box to Final Art.

Responsible for A major POI in Nagrand ( THE HIGH MAUL RAID ) from start to finish.

other POI's in the max level in Nagrand.

More to come!

#### **Red 5 Studios – 10/2012 to 3 - 8/2014**

Laguna Hills, CA

**Senior World Builder/Artist**

Firefall

[http://tiny.cc/blackwater\\_anomaly](http://tiny.cc/blackwater_anomaly)

Responsible for the creation and implementation of World Zones, and Game Player Areas from White Box to Final Art. Assisted Art Director in setting world building standards and practices; conducted reviews of work and gave feedback to World Building Team

#### **Lakshya Digital - 05/2012 – 10/2102**

Tokyo, Japan

**Art Director – contract**

Metal Gear Solid V: Ground Zeroes

[http://tiny.cc/MGV\\_Ground\\_Zeroes](http://tiny.cc/MGV_Ground_Zeroes)

Onsite contractor with Konami in Tokyo. Director of Outsourcing for all environment art assets. Directed, coordinated, and trained a team of artists located in India in the development and creation of key assets in Konami's new Fox Engine.

#### **38 Studios/ Big Huge Games - 11/2006 – 05/2012**

Providence, RI

**World Building Supervisor/Manager**

Project Copernicus; Kingdoms of Amalur: Reckoning

[http://tiny.cc/Project\\_Copernicus](http://tiny.cc/Project_Copernicus)

[http://tiny.cc/Kingdoms\\_of\\_Amalur](http://tiny.cc/Kingdoms_of_Amalur)

Directed a team of 45 artists. Created and implemented World Building art standards. Designed all White Box Zones. Responsible for all map reviews, lead principal reviews, zone layout reviews, and multiplayer design interaction.

#### **Sony Online-SOE - 04/2005 – 09/2006**

San Diego, CA

**World Builder**

Untold Legends; Free Realms

[http://tiny.cc/Untold\\_Legends](http://tiny.cc/Untold_Legends)

Created Layouts Levels for PS3 titles, including all props. Responsible for look and feel of the levels.

#### **Electronic Arts – 03/2004 – 03/2005**

Redwood Shores, CA

**3D Artist**

[http://tiny.cc/From\\_Russia\\_with\\_Love](http://tiny.cc/From_Russia_with_Love)

From Russia with Love

**Valve - 06/2003 - 09/2004**

**3D Artist**

[http://half-life.wikia.com/wiki/Damarcus\\_Holbrook](http://half-life.wikia.com/wiki/Damarcus_Holbrook)

**Kirkland, WA**

Half Life 2

**Big Red Pixel** – Motion Picture VFX

**3D Modeler**

**Santa Monica, CA**

The League of Extraordinary Gentlemen

References available upon request

## **Other Featured Media**

**Firefall Fest**, Featuring Sevadus and Melonie Mac!

<http://www.linkedin.com/profile/view?id=52346795> HYPERLINK

["http://www.linkedin.com/profile/view?id=52346795&trk=nav\\_responsive\\_tab\\_profile\\_pic"&](http://www.linkedin.com/profile/view?id=52346795&trk=nav_responsive_tab_profile_pic)  
HYPERLINK

["http://www.linkedin.com/profile/view?id=52346795&trk=nav\\_responsive\\_tab\\_profile\\_pic"](http://www.linkedin.com/profile/view?id=52346795&trk=nav_responsive_tab_profile_pic)  
[trk=nav\\_responsive\\_tab\\_profile\\_pic](http://www.linkedin.com/profile/view?id=52346795&trk=nav_responsive_tab_profile_pic)

(Note slide time bar to frame 1:13:50)

**Polygon:** <http://www.polygon.com/features/2013/6/18/4438746/mmo-firefall>

**EA Game:** <http://www.mobygames.com/game/ps2/from-russia-with-love/credits>

**IMDB:** <http://www.imdb.com/name/nm2987514/>