

Derek J. Dlouhy

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Environment Artist with over 2 years of professional experience utilizing multiple applications to create a diversity of unique environments and graphics for the gaming industry.

SUMMARY OF QUALIFICATIONS

- Environment development for two AAA game titles that made it to market, Mortal Kombat vs. DC Universe® and Blitz the League 2®
- Collaborated on the creation of four stadiums for Blitz the League 2®
- Created more than twenty trophies and locked features for Blitz the League 2®
- Developed content for This Is Vegas®
- Created published advertising graphics

TECHNICAL SKILLS

- 8 years of experience with PhotoShop®
- 5 years of experience with Maya® and After FX®
- 2 years of experience with Z-Brush®, Unreal 3® and X-Normal®

PROFESSIONAL EXPERIENCE

Environment Artist February 2007 – February 2009
Midway Games Chicago, IL

- Generated custom graphics for video games
- Participated with a twelve member environment team developing video game surroundings
- Enhanced previously produced environment depictions
- Contributed to the formation of a massive low-poly prop creation

Freelance Graphic Designer 2007 and 2008
Superior Tube Products Davenport, IA

- Designed two advertisements that were published in multiple FMA publications including the “Tube & Pipe Journal” and “The FABRICATOR”

ACHIEVEMENTS

- Artwork selected for promotional posters and cards for the student show of the Media Arts & Animation and Game Art & Design programs; Illinois Institute of Art-Chicago
- Best In Show Award at the Portfolio Show, Illinois Institute of Art-Chicago

EDUCATION AND TRAINING

Bachelor of Fine Arts 2007
Illinois Institute of Art-Chicago Chicago, IL

ConceptArt.org workshop 2006
San Francisco, CA