

ALEXIS ARGYRIOU

// RESUME

Currently Lead Artist at Ubisoft.

After finishing Rainbow Six: Siege's last 5 Seasons as Lead Artist at Sperasoft in cooperation with Ubisoft Montreal, I moved to France where I took the role of Lead Artist again, this time to complete Steep: Road to the Olympics on PS4, Xbox One and PC for Ubisoft Annecy.

// SKILLS

As a Lead Artist, I have a deep knowledge of composition, map layering and environment readability. I understand lighting, the need for proper contrast & color values, and how to use them to guide players through levels. I have a wide and up to date knowledge of most modern engines, from level dressing to lighting tools and shaders authoring. My current tasks include:

- Safeguarding the Creative Directors' vision throughout the development process.
- Insuring a flawless communication between designers, programmers and artists.
- Designing, implementing, documenting and maintaining the environment creation pipeline and needs in cooperation with Art Directors, tech artists and level designers.
- Creating architectural and structural elements of the levels.
- Dressing up environments to a polished stage, including 3D models integration, decals and blending.
- Creating tiled Materials, taking care of textures conformity in a PBR workflow.
- Providing technical requirements and metrics information to the entire environment team.
- Taking care of levels optimization in terms of memory budget, polycount and GPU limitations, while providing artists with technical feedback to ensure the creation of optimized content.
- Estimating assets and texture needs in collaboration with Project Managers, and following throughout development the art quality in respect of deadlines & milestones.
- Ramping-up supporting studios and colleagues with engines and tools.
- Lighting both interior and exterior scenes in respect of technical constraints.
- Communicate fluently even in heteroclite art teams made up of 30+ people of several disciplines, nationalities and backgrounds.

// SOFTWARE

- **Anvil**; as Lead Level Artist on Rainbow Six Siege and Lead Artist on Steep: Road to the Olympics.
- **Unreal Engine 4**; working on it professionally as a Level Artist and Designer since its developer alpha.
- **CryEngine**; 1.5 years' experience at CI Games as a Level Artist and Level Designer.
- **3DS Max, ZBrush, WorldMachine** and various modeling packages.
- **Substance Suite** with large experience of Substance Designer for procedural PBR textures authoring.
- **Microsoft's Office Suite & Visio, Confluence, Jira, Perforce** and all the other essential game development tools. Familiar with SCRUM, Agile development and adept of KISS principle.

// EXPERIENCE

- **09/2017 – Present** **Ubisoft – Annecy, France – Lead Artist on Steep**
- **04/2016 – 09/2017** Sperasoft – *St. Petersburg, Russia* – Lead Artist on **Rainbow Six Siege**
- **08/2015 – 04/2016** CI Games – *Warsaw, Poland* – Level Artist on **Sniper Ghost Warrior 3**
- **02/2014 – 08/2015** Dark Stork Studios – *Poland* – Level Artist & Level Designer [**Cancelled Project**]
- **01/2013 – 01/2014** VIWA Entertainment – *Poland* – Gamification Specialist [**Cancelled Project**]
- **06/2011 – 12/2011** GOS Green Object Studio – *France* – 3D Environment Artist
- **09/2007 – 07/2011** *MJM Graphic Design* – *France* – Bachelor Degree in 3D Art & Game Design