

DARREN HORROCKS SENIOR ENVIRONMENT ARTIST

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EXPERIENCE

- SENIOR ENVIRONMENT ARTIST** *January 2017 – Present*
INFINITY WARD,
Infinite Warfare DLC
Unannounced Title
Los Angeles, USA
- SENIOR LEVEL ARTIST** *December 2014 - 2016*
UBISOFT TORONTO,
Unannounced AAA Title,
Watch Dogs 2 – PS4, XBOX ONE, PC
Far Cry Primal – PS4, XBOX ONE, PC
- MODEL ARTIST / BIOME ARTIST** *January 2014 – November 2015*
UBISOFT TORONTO,
Far Cry Primal – PS4, XBOX ONE, PC
Far Cry 4 – PS4, XBOX ONE, PC
- OUTSOURCE 3D ARTIST** *May 2013 – December 2013*
CRYTEK via CREATIVES IN THE ATTIC
England, UK
Ryse: Son of Rome – XBOX ONE
- VALHALLA via SHAPEFARM COLLECTIVE,** *September 2013 – December 2013*
Tokyo, Japan
Devil's Third – Wii U
- QUALITY ASSURANCE** *2009 – 2010*
DIGITAL EXTREMES INC.
London, CA
Bioshock 2 – PS3, XBOX 360, PC
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SOFTWARE

- Zbrush
 - 3DS Max
 - Photoshop
 - Substance Suite
 - SpeedTree
 - Agisoft Photoscan
 - World Machine
 - xNormal
 - UE4
 - CryEngine
 - Dunia
 - Perforce
 - JIRA
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EDUCATION

- Post Graduate Diploma – DIGITAL DESIGN – GAME DESIGN** *2009*
George Brown College
- BA – MANAGEMENT & ORGANIZATIONAL STUDIES – FINANCE** *2008*
University of Western Ontario
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References available upon request

