

ERIC KLOKSTAD

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PROFESSIONAL EXPERIENCE

Sony SOE - Bellevue, WA The Agency (PC, PS 3)	<i>Sr. Environment Artist</i>	2008 - Present
ArenaNet - Bellevue, WA Guild Wars: Nightfall (PC) Guild Wars: Eye of the North (PC)	<i>Prop Artist</i>	2006 - 2007
THQ - Kirkland, WA Evil Dead Regeneration (Xbox, PS 2, PC)	<i>Sr. Environment Artist</i>	2004 - 2006
Beep Industries - Kirkland, WA Voodoo Vince (Xbox)	<i>Sr. Environment Artist</i>	2001 - 2003
Humongous Entertainment - Bothell, WA Backyard Baseball (PC)	<i>Environment Artist</i>	2000 - 2001
Cavedog Entertainment - Bothell, WA Kingdoms (PC) Amen (PC, Unreleased) Elysium (PC, Unreleased)	<i>2D/3D Artist</i>	1998 - 2000
Lobotomy Software - Redmond, WA Powerslave (PC, Saturn, Playstation) Mortificator (Unreleased) Duke Nukem (Saturn) Quake (Saturn)	<i>2D Artist</i>	1995 - 1998
Apogee Software West - Redmond, WA Blood (PC)	<i>2D Artist</i>	1994 - 1994

EDUCATION

Art Center College of Design Illustration Major, Graduated with a BFA	Pasadena, CA	1989 - 1992
Cornish College of the Arts Fine Arts Major	Seattle, WA	1987 - 1988

SOFTWARE EXPERIENCE

Proficient in Photoshop, Maya, 3d Studio Max, ZBrush, and Mudbox
Comprehensive knowledge of Unreal 3 including, level layout, shaders, and lighting