

# ERIC KLOKSTAD

16411 18<sup>TH</sup> DR SE • MILL CREEK, WA 98036  
PHONE 425-316-9167 • E-MAIL [KLOKS@MSN.COM](mailto:KLOKS@MSN.COM)

---

## QUALIFICATIONS

- Senior artist with 17 years of game production experience.
- Strong traditional art background.
- Excellent eye for detail, color, value, lighting, and composition.
- Solid understanding of production art processes and pipelines.
- Provides problem solving techniques to next-gen asset creation.
- Responsible mentoring of junior art team members.
- Effectively collaborates with production team groups.
- Strong work ethic, self motivated, passionate.

## SOFTWARE

- Photoshop
- Maya
- 3d Studio Max
- ZBrush and Mudbox
- Unreal 3 including, level layout, shaders, and lighting.

## EXPERIENCE

Sony SOE - Bellevue, WA *Sr. Environment Artist* 2008 - 2011

### **The Agency** (PC,PS3)

- Produced high quality environment levels including, pre-visualization concepting, level layout, propping, textures, additional geometry, and lighting.
- Responsible for maintaining environment level team production tasks, quality level, artistic critique, asset creation techniques, and outsource management.

### **Ledgends of Norrath** (PC)

- Created illustrations for online collectible card game.

ArenaNet - Bellevue, WA *Prop Artist* 2006 - 2007

### **Guild Wars: Nightfall** (PC)

### **Guild Wars: Eye of the North** (PC)

- Created environment props including, concept, modeling, and texturing.

THQ - Kirkland, WA *Sr. Environment Artist* 2004 - 2006

### **Evil Dead Regeneration** (Xbox, PS2, PC)

- Took ownership of environment levels including, pre-visualization concepting, level layout, propping, textures, geometry, and lighting.
- Pre-visual development including, environment and game prototype concepting.

**Beep Industries** - Kirkland, WA                      *Sr. Environment Artist*                      2001 - 2003

**Voodoo Vince** (Xbox)

- Created whimsical platform environments including, modeling, texturing, level layout, and lighting.

**Humongous Entertainment** - Bothell, WA                      *Environment Artist*                      2000 - 2001

**Backyard Basketball** (PC)

**Cavedog Entertainment** - Bothell, WA                      *2D/3D Artist*                      1998 - 2000

**Kingdoms** (PC)

**Amen** (PC, Unreleased)

**Elysium** (PC, Unreleased)

**Lobotomy Software** - Redmond, WA                      *2D Artist*                      1995 - 1998

**Powerslave** (PC, Saturn, Playstation)

**Mortificator** (Unreleased)

**Duke Nukem** (Saturn)

**Quake** (Saturn)

**Apogee Software West** - Redmond, WA                      *2D Artist*                      1994 - 1994

**Blood** (PC)

### **EDUCATION**

**Art Center College of Design** - Pasadena, CA                      1989 - 1992

**Illustration Major**, Graduated with a BFA

**Cornish College of the Arts** - Seattle, WA                      1987 - 1988

**Fine Arts Major**