

**Laython Whitmire**

747-333-7309

[laythonw@gmail.com](mailto:laythonw@gmail.com)

[LaythonDesign.com](http://LaythonDesign.com)

**Resume**

**Environment/Destruction Artist- Insomniac Games (2016-2019)**

- Helped ship Marvel's Spider-Man for the PlayStation 4 and its DLC campaigns.
- Modeled, textured and implemented nearly all interactive combat props and major destruction sequences both cinematic and real-time.
- Redesigned, maintained, and supervised Insomniac's Interactive/Destructible Environment Art pipeline, working closely with creative directors and development staff to create an expansive gallery of destruction leveraging traditional modeling software, Houdini, and new proprietary technologies.
- Modeled, textured, and helped design several game environments which feature destroyed/abstracted geometry and major real-time deformations to the play space, especially in high visibility areas used for marketing.
- Worked closely with marketing and development staff to design, model, texture, and implement all destruction assets and sequences used in the Spider-Man presentation which headlined E3 2017.
- Prototyped and developed new classes of interactive props with designers and developed new methods and art techniques for modularly destroying and deforming environments in real-time without breaking gameplay metrics or flow.

**Environment Artist- Visceral Games/Electronic Arts (2015-2016)**

- Worked on *Robbery*, *Getaway*, and *Betrayal* Multiplayer DLC map content for Battlefield Hardline.
- Synthesize concept art and block models into final game environments. Conceptualize, design, and create game environments.
- Work collaboratively with game designers and technical artists to understand and interpret level design requirements within the engine's technical limitations.
- Support the Art Director and Environment Art Lead in the overall vision for the game while taking ownership on environment zones and props as assigned.
- Help mentoring and guiding junior artists. Work with technical artists and engineers in the development and streamlining of tools and processes.

**Simulation Support Intern- Ft. Bliss Mission Training Complex (2012)**

- Modeled assets for 3D holographic training maps.
- Designed level/layout "mock Iraqi village" virtual training environment for public demonstration at 2012 State of Fort Bliss Address.

### **Simulation Support Intern- ITT CAS (2010)**

- Helped integrate 3D rendering engine into Polaris simulation training software.
- Modeled 3D assets for new variant of Polaris simulations training software.

### **Skills and tools-**

**Cinematic/Real-time destruction simulations-** 3 years of AAA experience creating large and small scale environmental destruction simulations for use in cinematics, high visibility marketing videos, and live gameplay using Houdini, Autodesk Maya, and Havok.

**3D modeling and texturing-** 13 years artistic training using tools such as Houdini, Autodesk Maya, 3DS Max, Zbrush, Mudbox and Blender as well as texturing with Photoshop, Substance Painter, and Substance Designer. I am trained and educated in high/low poly modeling, UV unwrapping/packing, texture painting, and PBR material creation. I am able to create in a wide variety of styles and specialize in hard surfaces.

**Game Design-** 5 years of game design practice working on student and professional projects using tools such as Unreal Development Kit, Unreal 4, Virtual Battle Station, Radiant Editor (Call of Duty), Frostbite Engine, Game Maker, and other military simulation software programs. I have scripted in C# based languages such as GSC and SQF as well as visual programming tools such as Kismet.

### **Education, Awards and honors**

#### **Interactive Design and Game Development BFA- Savannah College of Art and Design 2010-2014**

West Point Summer Leadership Seminar Completion

US Army ROTC (4 years)

Texas Visual Arts Scholastic Event- 1st place for animation 2007, 2008, 2010.

GT performance showcase- video game design prototype

Computer BILD Spiele- Top 100 freeware games (Memory Leak)