



BROCK NORFLEET

Senior Environment Artist

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PROFILE

Senior Environment Artist specializing in creating procedural materials, sculpting organic assets, and biome art.

SKILLS

- Organic Sculpting in Zbrush
- Material Libraries in Substance Designer
- Vegetation Creation using SpeedTree and PCG
- 3D Modeling in Autodesk Maya
- Texturing in Substance Painter
- Shader Creation in Unreal Engine 5

PROFESSIONAL EXPERIENCE

Senior Environment Artist

ArenaNet | Seattle, WA (Remote)

2021 – Present

As a Senior Environment Artist at ArenaNet, I contribute to visual development, worldbuilding, and artistic direction of large open world game environments. My focus is on delivering emotionally rich, visually cohesive spaces that elevate storytelling and gameplay.

- Created art targets to establish art direction and visual development.
- Created organic and architectural sculpted assets.
- Created vegetation assets using SpeedTree.
- Authored and maintained procedural materials libraries using Substance Designer.
- Authored complex layered environment shaders in Unreal Engine's material editor.
- Established and refined scalable 3D art pipelines.
- Optimized environment assets with performance considerations.
- Created prototype and greybox environments.
- Ensured assets supported narrative tone and emotional themes.
- Mentored junior and mid-level artists.

Projects:

Guild Wars 2

Unannounced Title

Visual Effects Designer (CT)

Disney Live Entertainment | Orlando, FL

2023 – Present

At Disney Live Entertainment, I create high quality Unreal Engine assets for large scale productions. I collaborate across disciplines to deliver production-ready media.

- Produced Unreal Engine environments, materials and lighting for live shows.
- Created 3D assets and textures for final media.
- Partnered with show directors, performers, designers, and technical teams, to ensure cohesive visual storytelling.

Projects:

The Little Mermaid A Musical Adventure

Happily Ever After Nighttime Spectacular

Strange Academy: A Spellbinding Spectacular

Associate Attraction Designer

Universal Creative | Orlando, FL

2017 – 2021

At Universal I've contributed to worldbuilding, interactive storytelling, and transporting guests or players into believable, emotionally compelling environments.

- Created hard surface and organic models for queue media and attraction media.
- Produced high-poly sculpts for 3D printing and fabrication.
- Developed textures and materials that reinforced the vibrant visual style of Nintendo themed attractions.
- Concept development for new lands, attractions, and queue experiences.
- Built detailed 3D blockouts and greybox environments for early spatial planning.
- Created previsualization content in VR using Unreal Engine.
- Helped to translate iconic IPs into fully realized physical and digital guest experiences.

Projects:

Super Nintendo World

Donkey Kong Country

Hagrid's Magical Creature Motorbike Adventure

Transformers Decepticoaster

Harry Potter and the Battle at the Ministry

EDUCATION

Bachelor of Fine Arts, Art

University of Central Florida

Graduated: 2018
