



# BROCK NORFLEET

Senior Environment Artist

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## PROFILE

Senior Environment Artist specializing in 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 – 2026

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

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## **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

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