GEORGE O'KEEFFE

ENVIRONMENT ARTIST & ARCHITECT

CONTACT ME

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GAME CREDITS

> Grand Theft Auto VI
Rockstar Games
Senior Visual Development Artist

> Need for Speed™ Unbound
Criterion Games
Senior Environment Artist

> Battlefield™ 2042
DICE
Senior Level Artist

> Sea of Thieves
Rare Ltd
Principal Environment Artist

> More
Under NDA

WORK EXPERIENCE

> Rockstar Games   Apr 2023 to Present
Senior Visual Development Artist
I currently have the pleasure of working as a Visual Development Artist on Grand Theft Auto VI. I act as the bridge between Environment Art and Concept Art, frequently grapling with both disciplines. As a Vis Dev artist, I focus mainly on visual storytelling, architecture, urban design and creating spatial experiences that are not only aesthetically appealing and realistic, but also fun to play and explore. I leverage on my experience in Architecture and Environment Art to create interesting, realistic and unique all the way from initial concept sketches, through blockout to final artwork.

> Electronic Arts (EA)   Jul 2020 to Apr 2023
Criterion Games - Senior Environment Artist
DICE - Senior Level Artist

> Rare Ltd and Xbox Games Studios   Jun 2017 to July 2020
Principal Environment Artist
Senior Environment Artist
Environment Artist

> Escape Studios, London   Jan 2017 to Jun 2017
Tutor and Course Developer

EDUCATION

MA Game Art (1.1)   Jan 2016 to Dec 2016
Escape Studios
London, United Kingdom

BSc Architecture (2.1)   Sep 2011 to May 2015
University College Cork
Cork, Republic of Ireland

SKILLS & SOFTWARE

Frostbite	Maya	Photoshop	Teamwork
Unreal Engine 4	Substance Suite	Quixel Mixer	Managerial
ZBrush	Speed Tree	Marmoset Toolbag	Self-Motivated