

CHRISTINA ORCUTT

ART DIRECTOR | LEAD ARTIST | SENIOR ENVIRONMENT ARTIST | 3D/2D GAME ARTIST

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Experience

Senior Environment Artist

Refactor Games : January 2026 – July 2026 (7 months)

- Owned the environment art pipeline for various FIFA levels, taking environments from initial block out to final AAA quality polish.
- Translated real-world stadium references into immersive, high-fidelity game environments in collaboration with the Art Director and Leads, ensuring authenticity and visual consistency.
- Optimized environments for the Netflix cloud streaming platform, balancing visual fidelity with memory, rendering, and performance constraints to deliver a seamless player experience.
- Partnered with art, design, and engineering teams to deliver visually compelling environments that met technical, artistic, and gameplay requirements.
- Created bespoke stadium renders for in-game menus and promotional marketing renders, working closely with the Art Director and UI team to support the game's visual presentation.

Shipped Title:

FIFA World Cup: Launch Edition

Senior Environment Artist

Survios, Inc. : May 2016 – October 2025 (9 years 6 months)

- Created and maintained documentation for art tools, workflows, and production procedures.
- Supported outsourcing operations by creating, managing, reviewing, and approving tasks for external partners.
- Collaborated with Production to define priorities, coordinate meetings, and create and manage art tasks in Jira and ShotGrid.
- Helped conduct interviews across multiple disciplines: Art, Design, Production, Engineering, Effects, etc.
- Did everything from 3D Environment Modeling, Texturing, LODs; Prop Modeling, Rigging and Animation; 3D Sprite Imposters, Set Dressing of Levels; Logo and Advertisement Creation for in-game Content; Creative Brainstorming and Prototyping; Optimization of Levels; Research and Development for VR; Onboarding of New Artists.
- Led the Environment Art team, collaborating closely with the Art Director and Narrative team to establish the visual direction and environmental storytelling for *Creed: Rise to Glory: Championship Edition*, *Puzzle Bobble VR: Vacation Odyssey*, and *Westworld: Awakening*.
- Developed and optimized VR environments using Unreal Engine for Vive, Oculus, Quest, and PSVR, and Unity for Vive and Oculus.
- Prepared production-ready models for 3D printing and coordinated with 3D Trophy Factory to produce physical models for Survios.
- Collaborated with Marketing to create polished promotional assets aligned with brand and visual direction, including key art, key shots, gameplay capture, and edited gameplay videos.
- Represented the studio at industry conventions, engaging with press and attendees to answer questions, discuss game features, and promote current and upcoming titles.

Shipped 11 Titles:

Alien: Rogue Incursion : Evolved Edition | Alien: Rogue Incursion | Creed Rise to Glory: Championship Edition
Puzzle Bobble VR: Vacation Odyssey | Westworld: Awakening | The Walking Dead: Onslaught | Battlewake
International AAA Comic-Con Demo | Electronauts | Sprint Vector | Raw Data

Game Artist and Game Designer

USC Game Innovation Lab : April 2015 – December 2016 (1 year 9 months)

- 3D Environment/Prop Modeling, Texturing, and Reference Scouting of Campus.
- Helped design and develop an immersive educational experience for incoming USC students.
- Identified and resolved issues across mobile builds to improve stability and functionality.
- Built, tested, and deployed releases across iOS, Android, and web platforms.

Shipped Title:

USC On The Safe Side (iOS, Android, Web)

Showcaser

Disney Interactive Studios, Inc. : June 2015 – August 2015 (3 months)

- Promoted and demoed *Disney Infinity 3.0* at convention booths, connecting with fans and encouraging hands-on play to build excitement and drive engagement.
- Collaborated with Marketing and Development teams to create an interactive booth experience that attracted and engaged attendees.
- Answered detailed questions from consumers and the press about gameplay, features, and design.

Graduate Teaching Assistant

University of Southern California : January 2015 – December 2016 (2 years)

- Taught and led select class sessions, supporting course delivery and facilitating discussions on core topics.
- Assisted professors with grading, course setup, and assignment development, ensuring a smooth and engaging learning experience.
- Managed the class Tumblr page to share materials, updates, and student work, enhancing class engagement.
- Provided one-on-one mentorship to students seeking help with coursework and creative development.
- Handled class communication and organization, ensuring deadlines, materials, and announcements were well managed.

Award Volunteer

Indiecade : October 2014 (Seasonal – 1 month)

- Helped design the aesthetics and laser cut of the special individual awards.
- Ran the IndieCade Award Twitter Feed.
- Ran games and oversaw areas to help manage the crowds.
- Set up and broke down gaming stations and technical equipment.

Skills, Platforms, & Competencies

Software: Autodesk Maya, Zbrush, Substance Painter, Substance Designer, Photoshop, Illustrator, After Effects, Indesign, Premiere, Premiere Rush, Unreal, Unity, Perforce, Jira, Confluence, Linear, Speedtree, Shotgun, Miro, Figma, Marmoset, Google Workspace, Rizom UV

Platforms: PC, Mac, iOS, Android, PlayStation, Xbox, Netflix Cloud Streaming, Web

Engines: Unreal Engine 5, Unreal Engine 4, Unity

Expertise: 3D Modeling and Texturing, Environment Art Asset Creation, Art Style Consistency, Art Asset Optimization, Worldbuilding, Environmental Storytelling, Composition, Color Theory, Collision Setup, Art Direction, Level Art, Level Design, Set Dressing, Trim Sheets, Tileable Textures, Lighting Design, Documentation and Organization, 3D Printing and Laser Printing, Playtesting and Feedback, VR Development, Game Design, Performance Optimization, Graphic Design and Font Creation, Video Editing, Exhibit and Set Design, Outsource Management, Collaboration and Teamwork, Team Leadership, Time Management and Efficiency, Strong Communication Skills, Adaptability to New Technologies and Techniques, Self-Confidence/Positivity, Passionate for Video Games, Photography, Baking Desserts

Publications

The Insider Gaming Showcase - May 2026 Edition

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- Interviewed alongside one of my fellow co-founders at Sky Lantern Studios about the studio's progress and one of the projects we are currently developing, Deep Dive. The interview covered the process of getting the studio off the ground, the challenges we have faced, our team's background in the industry, the inspiration behind the game, and several of its key features.

Benefits of Social Media When Advertising Your Products

Franklin Academy - Feb 21, 2025

- Spoke as a guest speaker to students on how social media can help them when starting a small business to advertise their products. Some of the things I talked about were going into detail on different strategies they can do to increase their target audience; as well as how to foster engagement with their audience and the importance of market research and how being on multiple platforms is extremely beneficial. Also went over various free tools available to them to help them start off their small business.

Game Making Tools: More Than What You Think

Virginia Commonwealth University · Sept 14, 2022

- Spoke as a guest speaker on how game-making tools can be used in ways more than what people tend to perceive as a typical game and how they can be used as an art expression, for immersive journalism, etc. Essentially be used to tell the world whatever you would like; as it's interactive media you can create using the tools people use to make video games. Also talked about how you can introduce game making into the classroom for children k-12 and the free resources available for them.

Puzzle Bobble 3D: Vacation Odyssey Environment Designer Discusses Accessibility Options and More

The Pro Faned Otaku · Sept 23, 2021

- Interviewed about the Colorblindness Accessibility in Puzzle Bobble 3D: Vacation Odyssey. Went over types of colorblindness, what we did in the game to help those with color impairment, and went over a little bit about what else is being done in the world to help those with accessibility issues.

Christina Orcutt Interview - Puzzle Bobble 3D: Vacation Odyssey Colorblind Mode

Screenrant · Oct 2, 2021

- Interviewed by Screenrant about Puzzle Bobble 3D: Vacation Odyssey's many color blindness options and how they work and what went into making them.

Breaking into VR with Survios: The Time is Now

Wonder Women in Tech · Aug 18, 2017

- Spoke on a Panel at the Wonder Women in Tech Conference in Long Beach. We talked about what it was like breaking into VR as women, what our experiences as women at Survios was like, what some of the different and unique challenges you have to design for because the tech is VR, plus, a few other things. Ran the IndieCade Award Twitter Feed.

Education

Master of Fine Arts

Interactive Media and Game Design

University of Southern California 2014 – 2017

Bachelor of Fine Arts

Visual Effects (Major) | Animation (Minor)

Savannah College of Art and Design 2009 – 2013