



# Donald Pan

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## EXPERIENCED 3D ARTIST

Enthusiastic artist with comprehensive 3D abilities. Expertise in film quality, high-poly modeling and creating rich environments in video games. Focused on high quality work with great attention to detail. Able to plan, coordinate and communicate effectively in teams and mentoring. Key member of teams winning prestigious awards for work on *Walking with Monsters* and *The Golden Compass*. Also a background in Industrial/Product Design and User Interface design.

### Technical Skills:

**2D design:** Photoshop, Illustrator, Substance Designer, Substance Painter

**3D design:** 3DS MAX, Maya, Z-brush, Agisoft Photoscan, World Machine, Apex Engine, Unreal Engine 4, Quixel Mixer

**Post Production:** Adobe Premiere, After Effects, Shake.

**Web:** HTML 4.0, CSS, XHTML, Javascript, Dreamweaver, Fireworks, Flash.

**Others:** Perforce, Node-based shader networks, PBR, Console development.

## PROFESSIONAL EXPERIENCE

**PEOPLE CAN FLY**, New York City, NY

**2019 to Present**

**Principal Environment Artist/Senior Environment Artist**

Currently working on a new unannounced AAA game as Principal Environment Artist, developing the look and feel of diverse environments, and how we should build them. Environment set 'meshing' on several Challenge Maps for *Outriders* post game content. Contributed to props, environmental assets and designing Banner Sigils.

**Credits:** Outriders (2021)

**DEFIANT STUDIOS**, New York City, NY

**2018 to 2019**

**Senior Environment Artist**

Created fantasy style environments for the 'souls-style' sequel *Lords of the Fallen 2* within the Unreal Engine. Designed and created concept art for a variety of props for use in-house and outsourcing.

**AVALANCHE STUDIOS.** New York City, NY

**2014 to 2018**

**Procedural Environment Artist/Environment Artist**

Created the natural world environments for the open world action game *Just Cause 4*, using solely procedural methods and systems. Created 3D assets and coordinated environments for *Just Cause 3*. Used a physically based render engine. Collaborated closely with the art director, concept artists, world builders, designers and graphics coders. Worked in small teams with large responsibilities.

- Created terrain materials for the entire JC4 world. Materials not only had to follow design constraints, physics and graphics limitations and be performant at ground level, but transition smoothly to great looking landscapes 1000's of meters away, using only 32 small scale, and 16 large scale textures for the entire game.
- Contributed in creating, using and developing voxel-based world terrain sculpting software developed in-house.
- Oversaw the finaling and development of all military bases, harbors, pit mine and police station locations within the world. Creating large clear reads when far, but sufficiently detailed when near was important here.

**Credits:**

Just Cause 4 (2018)

Just Cause 3 (2015)

Just Cause 3 DLC 2(2016)

**HARMONIX MUSIC SYSTEMS INC.** Cambridge, MA

**2008 to 2013**

**Senior Artist**

Created and coordinated 3D environments in AAA games. Maintained composition and interactivity of scenes and levels, closely liaising with asset, animation, audio, code, engine, FX, and production leads. Developed storyboards, layout, lighting FX, environment animation, optimization

- Developed and improved environment art pipelines to make environment modeling more time effective and more optimized. Also identified problem areas and took action to fix them.
- Standardized working practices and techniques for creation of rock models on 'unannounced projects', whilst developing aesthetic appearance for the environment. Including working with DX11 displacement and tessellation.
- Coordinated and maintained scenes in *Fantasia: Music Evolved*. Successfully tied together animation, FX, asset, and audio departments and collaborated with design and code to create highly integrated audio/visual scenes, particularly using a motion control interface.
- Trained interns and mentored other artists in the tools and techniques involved in creating environment art.
- Worked on in-house demos in small teams which led to successfully green-lighted projects.
- Collaborated with outsourced concept artists whilst giving them direction and feedback.

**Credits:**

Fantasia: Music Evolved (2014)

Dance Central (2010)

Unannounced projects (2011-2013)

RockBand 3 (2010)

**FRAMESTORE.** London, UK  
**Modeler**

**2004 to 2008**

Created 3d models of prehistoric creatures for TV, modeled the environment and props for film and feature animation. Created realistic simulations and animations for cloth, hair, muscles and skin.

- Contributed to research and development, and modeling environments on the film *The Golden Compass* which successfully won 'Academy Award for Best Visual Effects' (2007).
- Contributed to additional work as a Creature Technical Director on *The Golden Compass* and Finaling Technical Director work on *The Tale of Despereaux*.
- Improved the believability of shots and creatures by creating blendshapes for facial expressions and environment deformation, sometimes animating them myself.
- Mentored interns and junior artists on the creature modeling pipeline.

**Credits:**

Wanted (2008)

The Tale Of Despereaux (2008)

Primeval (series 2) (2008)

The Golden Compass (2007)

Primeval (series 1) (2007)

Ocean Odyssey (2006)

Prehistoric Park (2006)

Walking with Monsters (2005)

**FUTURATE.** Sheffield, UK  
**Web / Graphic Designer**

**2000 to 2003**

Managed the art function for this small start-up web design house.

- Designed corporate homepage, commercial web-sites, internet-based learning graphics and promotional print materials, concentrating on best web practices of the time.
- Learned clients' needs and wants for their web presence and produced websites that communicated clients' desired outcomes.

**CANDLELIGHT PRODUCTS LTD.** Sheffield, UK  
**Product Designer**

**2000**

Designed housewares, giftware, lighting and packaging for many of the blue-chip, high-street chain stores.

- Designed shapes using 2D and 3D CAD, hand-painted surface patterns and transfers, designed graphic packaging and promotional design for print, prototyped lighting ideas, and 3D visualisation of products on the computer.
- Met very tight deadlines and used a great attention to detail and color as a key member of a team of designers with different skills and media.
- Collaborated across departments to deliver top notch presentations to clients and directors.

## EDUCATION

**M.A. (distinction) in 3D Computer Animation**, Bournemouth University (National Centre Computer Animation), Bournemouth, UK

**B.A. (Hons) Industrial Design (Product)**, Sheffield Hallam University, UK