

Daniel Phillips

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Environment Artist

With over 20 years in game development, I've worked on projects ranging from AAA blockbusters like Halo to acclaimed indie titles like Pacific Drive—and even created a full game on my own. I specialize in hard-surface modeling and have broad expertise across many areas of game production. A highly technical and enthusiastic problem solver, I thrive on challenges and love bringing ambitious, creative projects to life.

WORK EXPERIENCE

DCP Woodworking

Founder

Aug 2025 - Oct 2025 | Asheville, NC

- Designed, made, and sold over \$10,000 worth of wooden home goods to a local store.
- Products were designed in Fusion 360, milled with a CNC router, and finished by hand.
- <https://www.instagram.com/dcpmade>

1047 Games

Senior Environment Artist

Sept 2023 - Aug 2025 | Remote

- Led an external team in development of a multiplayer arena level.
- Collaborated across disciplines to take several multiplayer maps from blockout to shippable quality.
- Built the main menu environment using existing assets.
- Modeled key environment art assets for several levels.
- Contributed to material and shader development, as well as Blueprint and tools programming.

Ironwood Studios

Environment Artist

May 2022 - Aug 2023 | Remote

- Worked on environment art for Pacific Drive, joining the team 18 months before release to polish and complete several key environments.

Enno Games

Founder

Jan 2021 - Nov 2021 | Kirkland, WA

- Developed and released Sky Fleet on Steam.
- Design and programming for the entire game.
- Built the game client in Unity (C#) and the multiplayer server in Java using custom TCP/UDP networking and a proprietary physics engine.
- Implemented automated server management and matchmaking in Rust, deployed on DigitalOcean with Docker.
- Created all artwork except for a few 3d assets.
- Collaborated with a freelance sound designer for music and sound effects.

343 Studios (Microsoft)

Environment Artist

May 2013 - Dec 2015 and Nov 2016 - Jan 2021 | Redmond, WA

- Modeled and textured environments for multiplayer levels.
- Collaborated with design and concept teams to transform blockouts and ideas into polished, shippable environments.
- Materials, LODs, collision, performance and memory optimization.
- Creation of hero vista assets.

- Managed a team of two environment artists and provided feedback to external outsource team.
- Oversaw tracking and scheduling for a large portion of the Banished props.

Camouflaj

Environment Artist

Dec 2012 - April 2013 | Bellevue, WA

- Created environments for the iPad game Republique built in Unity.

343 Studios (Microsoft)

3D Artist

July 2011 - Oct 2011 and Jan 2012 - Nov 2012 | Kirkland, NC

- Modeled and textured multiplayer props for Halo 4.
- Modeling, texturing, materials and lighting of Spartan Ops multiplayer environments.

Turn 10 (Microsoft)

3D Artist

Oct 2010 - July 2011 | Redmond, WA

- Modeled and textured environments for Forza 4.

Bungie

3D Prop Artist

Nov 2008 - May 2010 | Kirkland, WA

- Modeled and textured destructible environment props for Halo: Reach.

Liquid Dragon Studios

Artist

Dec 2004 - Sept 2008 | Bellevue, WA

- Deadliest Catch: Alaskan Storm - Modeled, textured, and rigged key assets; contributed to UI and miscellaneous tasks.
- Word Crispies - Created all art except storyboards and table backgrounds.
- The Odyssey: Winds of Athena - Produced all art except front screen and cutscene paintings.
- Overflow - Prototyped an action/puzzle game for next-gen hardware featuring real-time fluids.
- Developed concept drawings for multiple game ideas.

Suckerpunch Productions

Art Support and Production Assistant

Feb 2004 - Aug 2004 | Bellevue, WA

- Modeling Support and Production Assistant on Sly 2: Band of Thieves (PS2).
- Applied in-house AI technology to all levels using Maya.
- Managed all dialog and movie files, including localized versions in 14 languages.
- Collaborated with game designers to implement scripts and prepare for recording sessions.
- Fixed many modeling and physics bugs.
- Captured screenshots for press materials.

EDUCATION

Ringling School of Art and Design

BFA in Computer Animation

1999 - 2003 | Sarasota, FL

SKILLS

Hard Surface Modeling | 3D Asset Creation | Unity (C#) and Unreal Blueprint Programming | World Building | Material and Shader Development | Pipeline Development | 2D Concepting | Mentoring Artists | Performance Optimization and Profiling

| Lighting & Atmospheric Design | Visual Development | Cross-Departmental Collaboration | Outsource Management | AI | Tech Art | R&D

SOFTWARE

Blender | Maya | Unity | Unreal Engine | Unreal Engine Blueprints | Photoshop | Substance Designer | Substance Painter | Javascript | C# | Java | HLSL | MongoDB