

Niall Booker | Art Director and Senior 3D Environment Generalist

Los Angeles, CA | Work Eligibility: USA, UK, EU

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Links:

Portfolio: www.MultiPersona.com | LinkedIn: <https://www.linkedin.com/in/niallbooker/> | IMDB: <http://www.imdb.com/name/nm3706178/>

Professional Summary:

Creative and disciplined **Senior Environment Artist** and **Concept Artist** with over **15 years of professional experience** crafting visually stunning and immersive digital worlds for feature films, episodics, gaming, and advertising.

Proven expertise in **Virtual Production**, **Virtual Art Direction**, and **Post-VFX pipelines**, with a track record of delivering high-quality results for industry leaders such as **Weta**, **ILM**, **Pixomondo**, and **Digital Domain**. Proficient in cutting-edge tools like **Unreal Engine**, **Maya**, **Houdini**, and **Nuke**. Specializing in **3D environment design**, **matte painting**, **look development**, and **real-time rendering**. Adept at leading teams, optimizing workflows, and collaborating with directors and clients to achieve creative vision. Seeking a **permanent position** or **long-term contract** to leverage my skills and grow into a **leadership role**, fostering creativity and guiding teams to new heights.

Core Skills:

- 3D Environment Design | Virtual Production | Virtual Art Direction
- Concept Art | Matte Painting | Texture Painting
- 3D Modeling/Sculpting | Photogrammetry | Procedural Modeling
- Scene/Camera Layout | 3D/2.5D Set Extensions | Lighting | Compositing
- AI/Machine Learning Integration | Real-Time Rendering | Pipeline Optimization
- Team Leadership | Creative Direction | Cross-Department Collaboration

Work History Highlights:

Creative Director, Art Director, 3D Generalist, and Illustrator

MultiPersona Studios | Los Angeles, CA | *May 2008 – Present*

- Handling **creative services** for multiple clients within the film, game, and advertising industries, as well as **developing books and other creative projects**.
- Developing brand management for publishing companies providing services including **book development**, **art direction**, **cover design**, and **content illustration and creation**.
- Delivering **creative consultation**, **AR/VR development**, **concept art**, **key art**, **story boarding**, **pitch/mood boarding**, **3D asset development**, **final shot development**, and **bidding** for all of the above.

Senior 3D Environment and Senior Layout Artist

Weta Digital | Wellington, NZ | *August 2021 – September 2025*

- Most recently was part of the **Layout Department** working as a **Dressing Master** for **Avatar: Fire and Ash**.
- Principal environment artist on **Oscar-nominated projects** including **Alien: Romulus** and **Kingdom of the Planet of the Apes**.
- Other high-profile projects include **Transformers: Rise of the Beasts**, **Dr. Strange and the Multiverse of Madness**, **The Flash**, **Hawkeye**, **She-Hulk**, **The Last of Us**, and **Moon Knight**.
- Delivered **full environment builds**, **matte paintings**, **3D props/sets**, **textures**, **look-dev**, **lighting**, **layout**, and **Nuke scripts**.
- Collaborated with directors and VFX supervisors to achieve creative vision and streamline workflows.

Senior Environment and Virtual Production Artist

ILM | San Francisco, CA | *February 2021 – June 2021*

- Member of the **Virtual Production Department's 3D environment team** for **Obi-wan Kenobi**.
- Developed **full environment builds** for **LED volume stages**, including **matte paintings**, **3D props/sets**, **textures**, and **look-dev**.
- Assets were used in both **stage shooting** and **final post-production**.

Senior 3D Environment and Concept Artist

Pixomondo | Los Angeles, CA | March 2019 – December 2020

- Contributed to **VES Award-winning projects** such as **The Mandalorian** (*Best VFX*) and **Orville** (*Best VFX*).
- Other projects included **Westworld** and **Picard**.
- Delivered **full environment builds, concept art, matte paintings, 3D props/sets, textures, look-dev, lighting, layout, and Nuke scripts**.

Senior 3D Environment, Virtual Production, and Concept Artist

Digital Domain | Los Angeles, CA | August 2015 – April 2019

- Key contributor to **Oscar-nominated projects** including **Avengers: Infinity War** and **Ready Player One**.
- Member of the **Virtual Art Direction Department** on **Ready Player One**, working on-set alongside **Steven Spielberg** and the **ILM Art Department**.
- Other high-profile projects include **Fast and the Furious: Fate of the Furious**, **Lemony Snicket: A Series of Unfortunate Events**, and **Outlander**.
- **Game cinematic projects** include **Call of Duty: Black Ops III**, **Tom Clancy's Division 2**, and **VES-nominated Star Wars Hero** (*Best VFX*).
- Delivered **VR projects** for **HTC, Google, and T-Mobile**, including **environment builds, matte paintings, and real-time rendering**.

Senior Matte Painter and Concept Artist

Zero VFX | Los Angeles, CA | June 2018 – July 2018

- Provided **concept art, matte paintings, 2.5D set extensions, and Nuke scripts** for the feature film **Instant Family**.

Senior Matte Painter and Concept Artist

Psyop | Los Angeles, CA | June 2013 – October 2018

- Delivered **concept art, texture enhancements, matte paintings, and 2.5D set extensions** for multiple advertising campaigns, including **Clash of Clans** and **Cricket Wireless**.

Senior Matte Painter and Concept Artist

Prologue | Los Angeles, CA | December 2013 – July 2015

- Created **concept art, matte paintings, and 2.5D set extensions** for **Destiny Game Cinematics** and **World Cup Soccer 2014 Team Banners**.

Senior Matte Painter and Concept Artist

Mirada | Los Angeles, CA | June 2012 – December 2013

- Led teams and took part in delivering **concept art, matte paintings, and 2.5D set extensions** for multiple **Disney advertising campaigns** and **Katy Perry's Roar** music video.

Education:

Bachelor of Fine Arts in Visual Effects and Animation

Academy of Art University | San Francisco, CA | September 2005 – May 2010

- Focus: **3D Environment Design, Matte Painting, and Concept Illustration** for Film and Game.

Software Proficiency:

- **3D Tools:** Maya, Blender, ZBrush, Houdini, Clarisse, SpeedTree, Gaea, and Unreal Engine
- **Texturing/Painting:** Substance Painter, Substance Designer, and Photoshop
- **Rendering:** Arnold, Redshift, and V-Ray
- **Compositing:** Nuke and After Effects
- **Photogrammetry:** Reality Capture and Metashape
- **AI Tools:** Stable Diffusion, Runway ML, CopyCat, Topaz Video Enhance, Deep Motion, DaVinci Resolve, and Adobe Sensei