

# NAME

## 3D ENVIRONMENT ARTIST



### Professional Profile

Extremely motivated and enthusiastic person with good time management, interpersonal communication and drive to learn new skills. Predominant in 3DS Max, Substance Painter, Designer and zBrush with a large knowledge in Unreal Engine 4 for creating environments. Great technical ability in working modular and optimising game assets. Understanding of coding principles and gameplay design, can quickly pick up new skills and develop them.

### Education

2014 – 2017

Portsmouth University

**BSc Honours Computer Games Technology**

*Predicted a 2:1 degree classification*

Focused on art aspects of video game creation as well as learning core understanding of programming, motion capture, design and working effectively in a team.

2009 - 2014

Sharnbrook Upper School

Year 13 award for academic performance in IT

BTEC Level 3 Diploma in IT:  
*Double Distinction Star (D\*D\*)*

3 x 'A' Levels:  
IFS Level 3 Certificate in financial Studies: A  
Computing: C Physics: D

8 x GCSEs: A – B, Including Maths and English

City and Guilds Diploma in Engineer Level 2: B

### Experience

#### 3D Artist - We Exist (Black Haze studios: January 2017 - Present)

Working part time with an Indie team as a 3D artist for We Exist. Role involves creating various 3D models (props, buildings), UV unwrapping, optimising older models, baking high poly versions and texturing in PBR using Substance Painter while sticking to company expectations and workflow. Final models and materials exported and setup for use Unreal Engine 4. (<http://www.indiedb.com/games/we-exist1>)

#### 3D Artist - WhirleCopters: Thumb Edition (Southampton Game Jam: February 2017)

Responsible for creating a 3D workflow and a variety of game ready 3D assets in just 48 hours. Also rigged and animated some models in game and created particle effects inside Unity. Game can be downloaded at: <https://turbosha.ft.itch.io>

#### 3D Artist, Project Manager - VR Hospital (October 2016 – February 2017)

Responsible for managing a small team to create a VR walk – through of a tent hospital for Google Cardboard running on Unity 5.4. Role involved creating a 3D pipeline for other artists to follow and creating 3D assets to a low polystandard to run on mobile devices. I was also responsible for managing the team, using an agile development method and backing it up with Taiga to track progress.

#### 3D Artist, Project Manager - Cyanide to go (Portsmouth GameJam: June 2016)

Led a team in a week-long game jam to produce a typing combo game, responsible for organising team and ensuring all the assets from different members were of the same quality and scale. Created particles in Unity and Photoshop for the game and some 3D assets. This was our first GameJam and learned a lot about working to a strict time period and how to manage a team across multiple different technical backgrounds.

#### IT Technician (Sharnbrook Upper School: July - August 2015)

Worked with a small team removing over 200 old computers and installing the new ones. Responsible for ensuring correct cable management sui table for a school environment and solving problems methodically.

## Hobbies & Interests

Baking  
Tennis  
Strategy Video Games  
General Gaming  
Singing in the shower



Industrial Crane



Doom fan art



Juggernog fan art

## Software Skills

### 3DS Max

Created a large variety of environments as well as several props, weapons and vehicles. A huge part of my workflow is creating modular pieces to maximise potential use in engine and save creation time alongside working with the modifier stack to easily make adjustments to models. Majority of my hard surface high polys are created in 3DS Max. I also use Max to animate some scenery props using physics or hand key frame animation.

### Substance Painter

All my projects have been textured to PBR standards using Substance Painter. This includes creating smart materials to re-use in painter and importing custom materials from designer to speed up workflow and insure consistency throughout one project also work non-destructively to ensure changes are quick and easy to do.

### Substance Designer

Made procedural materials for use in Unreal Engine 4 environments for client projects and personal work. Also made materials with exposed variables to be edited quickly in engine. Examples can be downloaded for free at <https://gumroad.com/jameshorn>

### Unreal Engine 4

Each personal environment project has been put together in Unreal Engine 4. This includes setting up lighting, using shaders and instanced materials to speed up workflow and create editable materials, creating blueprints to make level design and placement easier, creating and editing particles effects, adding decals and importing vertex animation.

### Photoshop

Alpha Creation, photo editing, creating LUT tables and basic concepts to convey shapes, ideas and setup reference material.

### Zbrush

Subdivision and high poly detail for objects where needed. Used in organic objects such as rocks, trees, brickwork and larger individual assets. Quick unwrap and retopology for smaller timescale projects where viable.

### Unity

Worked as part of a team to produce a quick, low poly game during Portsmouth GameJam 2016 and Southampton GameJam 2017. Also used in a technical demo of an interactive hospital for google cardboard (responsible for basic low poly art and team management using scrum).

### Marmoset Toolbag

Used for creating real time renders of individual assets or small scenes.

### Vicon Blade and MotionBuilder

Cleaned up raw mocap data for a fight sequence between 2 actors using swords, then matched these to mesh skeletons in MotionBuilder for game and VFX ready animation.

## Portfolio:

[www.website.co.uk](http://www.website.co.uk)

References available upon request

