
Jac Rossiter

3D Environment Artist

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<http://jacrossiter.artstation.com/projects>

I am a passionate and highly motivated due to my love of art. Most of all I take joy in creating Art and the journey required. I aspire to create works that give others a positive and memorable experience.

EDUCATION

University of South Wales – *BA(Hons) Game Art*

September 2014 - Present

Bridgend College - *Interactive Media level 3*

September 2010 - July 2014

SKILLS

Hard working and Passionate artist with a strong ability to self motivate.

Passionate Artist with the ability to adapt to new workflows and pipelines due to strong fundamentals in 3D and Texture mapping processes.

Great communicator who is excellent at receiving and giving criticisms regarding work.

Ability to work within time constraints in order to deliver work on time.

EXPERIENCE

- High to Low Poly Asset Creation
- PBR Workflow
- Photogrammetry
- Sculpting
- Texture Baking
- Material and Shader Creation
- Strong Art Background
- Texture Baking
- UV Mapping
- Low Poly Workflow

SOFTWARE

3DS Max, Blender, ZBrush, Photoshop, Substance Designer and Painter, 3D Coat, Krita, Unreal Engine 4, Marmoset Toolbag 3, Headus UV Layout, Agisoft Photoscan, xNormal, After Effects