

JUSTIN KIRKWOOD

3D CHARACTER ARTIST

WEBSITE
www.artbyjustink.com



EMPLOYMENT

Wymac Gaming Solutions - Lead Character Artist. 2016 - Current

“Unannounced title”

Duties: Development and production of game characters, including Hi-res sculpting, Retopology, UV Mapping & Texturing.

Wicked Witch Software - 3D Artist. 2014 - 2016

“AFL: Evolution”

Platforms: Playstation 4, Xbox One, PC.

Duties: Environment artist, responsible for art / asset creation including game environments / stadiums to look like up to date real life locations, props, and textures.

“Rugby Challenge 3”

Platforms: Playstation 4, Playstation 3, Xbox One, Xbox 360, PC.

Duties: Modelling and texturing environment / stadiums, player likenesses and player tattoos, creating player jerseys, advertising, crowd and flags, ui textures and other game development.

“Warhammer: Snotling Fling”

Platforms: iOS, Android.

Duties: Created building models and textures. Had hand in making War Machine textures and other misc game development.



SOFTWARE & SKILLS

- Maya
- 3D Studio Max
- Z Brush
- 3D Coat
- Knald
- Marmoset Toolbag
- Unity 3D
- Photoshop
- Git version control
- Xnormal
- Quixel Suite. (nDO, dDO)
- Substance Painter
- Marvelous Designer
- X-Gen
- Illustrator
- Mudbox
- Agisoft Photoscan
- High and low poly modeling
- Texture map baking and generation
- UV Unwrapping
- Basic rigging and animation
- Digital sculpting
- Realistic and stylized texturing
- PBR and legacy texture workflows
- Voxel based modelling
- Photogrammetry

CONTACT DETAILS



EMAIL
justinkirkwood@live.com



MOBILE
0431 - 523 - 244

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EDUCATION

Academy of Interactive Entertainment (Melbourne). 2012-2013

Advance Diploma of professional game design (game art)

Lilydale High School. 2006-2008

Certificate II - Information Technology

Certificate II & III - Digital Multimedia

Year 12 HSC



ACHIEVEMENTS

Awards & Honors 2015

Featured in the "Best New Games" and "App of the week" on the iOS app store for "Warhammer: Snotling Fling".

Awards & Honors 2014

Honorable mention at the 16th independant games festival (IGF Awards) for "Flying Fish"

Awards & Honors 2013

AIE graduation "Most Impressive advance diploma game project"

AIE graduation "Outstanding game artist (Nominee)"

Indie game "Flying Fish" exhibited at Melbourne iFEST.

Winner of the AIE "Construct3D" student category.

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