

STUART SPEIRS

3D ARTIST

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EDUCATION

MPROF, PROFESSIONAL MASTERS IN GAMES DEVELOPMENT

2016-2017

DURING MY TIME ON THE MPROF, I HAVE HAD THE OPPORTUNITY TO WORK ON A VARIETY OF PROJECTS, SOME OF WHICH WERE WITH INDUSTRY PROFESSIONALS.

AS PART OF A SMALL TEAM, I DEVELOPED THE ART STYLE FOR THE PROJECT, AS WELL AS IMPLEMENTING THE ASSETS INTO THE GAME.

ONE OF MY OTHER PROJECTS WAS TO BUILD A FUNCTIONAL GAMEPLAY PROTOTYPE FOR THE PURPOSE OF SECURING FUNDING.

BSC, HONOURS COMPUTER ANIMATION

2012-2016

MY HONOURS DEGREE ALLOWED ME TO EXPAND UPON MY 3D ASSET BUILDING SKILLS. AS WELL AS PARTICIPATING IN UNIVERSITY HOSTED ANIJAMS AS WELL AS EXTERNAL EVENTS. ONE OF WHICH WAS ORGANISED BY SMUDGE DIGITAL IN GLASGOW.



TECHNICAL SKILLS

HARD SURFACE MODELING
PBR TEXTURING
ORGANIC MODELING
UV MAPPING
BASIC RIGGING
HIGH TO LOW POLY WORKFLOW
REAL TIME RENDERING



EXPERIENCE

BAFTA YGD PROJECT

DEVELOPMENT OF A 5 MINUTE GAMEPLAY PROTOTYPE BASED ON A BRIEF PROVIDED BY BAFTA WORKED ON ALL ENVIRONMENT ART FOR THE PROJECT, WHILE ALSO LEARNING THE GAME DEVELOPMENT PROCESS WORKED AS PART OF A SMALL TEAM TO DEVELOP THE PROTOTYPE WITHIN THE 3 MONTH TIMEFRAME WE HAD, WHILE ALSO WORKING ON OTHER UNIVERSITY BASED PROJECT.

PUBLIC ENGAGEMENT GAME

MEDICAL PUBLIC ENGAGEMENT GAME CREATED TO EDUCATE ABOUT THE HUMAN BODY WITHIN A SCIENCE MUSEUM.

VIRTUAL REALITY SIMULATION

VR SIMULATION TO BE USED TO TRAIN POTENTIAL EMPLOYEES ABOUT SAFETY PROCEDURES, AS WELL AS SPATIAL AWARENESS OF THE ENVIRONMENT.

SOFTWARE FOCUS



REFERENCES

REFERENCES AVAILABLE ON REQUEST