

Personal Profile

A dynamic and conceptual digital artist with a proven record of providing innovative and creative design solutions. In-depth experience of the full development pipeline for AAA titles, with a focus on creating PBR materials as well as modeling 3D assets.

Education

BA (Hons) Games Art and Design Norwich University of The Arts

Sep 2013 - Jun 2016
First Class Honours

BTEC ND Multimedia

Barnet College

Sep 2011 - Jun 2013
Triple Distinction

Software Knowledge

Autodesk Maya



Unreal Engine 4



Substance Designer



Substance Painter



Autodesk 3ds Max



Anvil Engine



Adobe Photoshop



Unity



Modo



Marmoset



JIRA



Professional Experience

Producer/Designer

Orsum-Art · London, United Kingdom

Aug 2017 - Present

- Assist with time management and planning schedules for all current and future projects
- Responsible for marketing all final designs on social media platforms
- Communicate with clients and colleagues to go through feedback and ensure that any potential issues are resolved efficiently
- Utilising Photoshop and Autodesk Maya throughout the design process to create unique designs for greetings cards

3D Artist

Infinite Studios · London, United Kingdom

Nov 2017

- Created multiple 3D products that went on to be used on the respective client's official websites
- Also created 3D models of crisp packets, crisps, fruit and background assets for a television commercial
- Maintained direct communication with project manager to discuss project progress and implement client feedback

Level Artist

Sperasoft · St. Petersburg, Russia

Nov 2016 - Jun 2017

- **Rainbow Six Siege - 2 Shipped DLC Maps**
- Worked on a AAA Ubisoft FPS title utilising extensive knowledge of the Anvil Engine
- In charge of full creative process and working to deadlines of one map per three months, I designed and created PBR material sets for several environment maps using Substance Designer/Painter
- Worked in high-pressure conditions to independently optimize maps to ensure materials and texture sets remained within budget and consistent with art direction
- In collaboration with colleagues, undertook strict daily play tests to identify and rectify glitches and bugs before cascading to QA team where necessary
- Frequently incorporated Ubisoft feedback with rapid turnarounds, while ensuring high calibre of end product
- Proposed and implemented innovative notion of disseminating original PBR materials to entire studio workforce for use as opposed to individual requesters

Junior 3D Artist

Goodgame Studios · Hamburg, Germany

Aug 2016 - Sep 2016

- Cancelled AAA Project
- World building, material application and set dressing in Unity
- Sculpted assets e.g. rocks, branches and foliage
- Created PBR material sets for open world map



References

Alexis Argyriou

Lead Level Artist

Ubisoft

praglik@gmail.com

Quetzal Aguilar

Level Artist

Sperasoft

quetcha@gmail.com

Volunteer Work

3D Artist

Brains Eden Games Jam • Cambridge, UK

Jul 2016

- Organised a team of 5 and collaborated to create an Android game with a 48 hour deadline
- As project coordinator I delegated tasks to my team members to ensure our project workflow stayed on schedule
- Assembled 3D assets inside Unity to build the final game
- Conceptualized puzzles and gameplay that went on to be implemented into the final game

3D Artist

UKIE Games Jam • Norwich, UK

Apr 2016

- Organised a team of 6 and collaborated to create a Windows game with a 48 hour deadline
- Delegated tasks to my team members to ensure our project workflow stayed on schedule
- Assembled 3D assets inside Unreal Engine 4
- Used blueprint to ensure final game was procedurally generated

3D Artist

Norwich University of The Arts • Norwich, United Kingdom

Apr 2016

- Performed live demo sessions to the general public showcasing the full development pipeline for creating 3D assets
- Live Q&A sessions to the general public, providing answers to any relevant questions
- Ensured that daily demo sessions were scheduled accordingly and efficiently through the use of time slots