


JUSTIN KIRKWOOD

CHARACTER ARTIST

CONTACT

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 0431 - 523 - 244

 www.artbyjustink.com

SOFTWARE

Maya
Z Brush
Photoshop
Substance Painter
Marvelous Designer
3D Coat
Quixel Suite
Knald / xNormal
Marmoset Toolbag
X-Gen
Unity 3D
Agisoft Photoscan
Wrap 3
SVN/GIT Version Control

SKILLS

Digital Sculpting
High and low poly modeling
Texture map baking
UV unwrapping
Realistic and stylized texturing
PBR and legacy texture workflows
Photogrammetry
Basic rigging and skinning

EXPERIENCE

Big Ant Studios - Character Artist

2018 - Present

Big Bash Boom

Production of 50+ player heads including photogrammetry processing, sculpting, wrapping & texturing. Creation of hair assets.

Playstation 4, Xbox One, Nintendo Switch, PC.

Wymac Gaming Solutions - Lead Character Artist

2016 - 2018

Fortunes of the brave

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

Custom hardware, PC.

Wicked Witch Software - 3D Artist

2014 - 2016

AFL Evolution

Art & asset creation including environments, stadiums and props.

Playstation 4, Xbox One, PC.

Rugby Challenge 3

Asset creation including environments, stadiums, player characters and tattoos, player jerseys, advertising, crowd and flags, ui textures and other game development.

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

Warhammer: Snotling Fling

Asset creation including buildings, environments and War Machine textures.

iOS, Android.

EDUCATION

Computer Graphics Master Academy - CGMA

2018 - 2018

Hair creation for games by Johan Lithvall

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