

Stewart Pirie

Environment Artist

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Summary

My name is Stewart, I am a hardworking and passionate graduate 3D artist who studied 'Computer Games Art' at Teesside University. I am constantly trying to push my artwork to new levels, with new techniques, software and inspiration leading me forward.

Skills

Hard Surface Modelling
Texturing(PBR)
Environment Design
Digital Sculpting
Prop Modelling
Environment Modelling
Lighting
Modular Asset Creation

Programs

3D Studio Max
Adobe Photoshop
Allegorithmic Substance Suite
Pixelogic Zbrush
Unreal Engine 4
Quixel Suite
Marmoset Toolbag
Mudbox

Education

Teesside University – UK | BA (Hons) Computer Games Art 2013-2016 | First Class Honours.

Below is a list of some of the modules involved with this degree.

- **3rd Year University Team Project** | Slam Junk (Environment & Prop Artist): As a group, our task was to create a small scale commercially viable working game. Our games title was 'Slam Junk' a 3D brawling game created within Unreal Engine 4. I was responsible for part of the environment and prop work within the game, working closely with concept artists and level designers to create game ready assets for the games tileset.
- **3rd Year University Project** | Pilots Respite: My final year university project was the creation of a full scale environment based upon a piece of concept art for the upcoming game Star Citizen, with the help of a tutor mentor I created the entirety of the scene from concept to assets over the course of around 6 months.
- **2nd Year University Journeyman Team Project** | The City of Brass (Lead Artist): A large group project which required teams to create a Vertical Slice demo of a game based upon a given subject. Created within UDK I was responsible for leading a team of artists alongside a team of designers to make a demo based upon a section of Shahrazad's Arabian Nights concerning the City of Brass. As lead I was responsible for admin and direction for the art as well as creation of many of the major assets for the demo.

Teesside University – UK | Diploma of Higher Education Computer Games Programming 2011-2013.

Selby College – UK | 3 A2s including physics, computing and ICT 2009-2011

Read School – UK | 9 GCSE's A* to C including English and Maths

Previous Employment

Sunglasses Hut | Sales Associate Aug 2018 – Present: As a sales associate I am responsible for the organisation of the store, and the serving of customers wishing to purchase items in the shop, as well as working with a team to improve the store.

Teesside University | 3D Art Intern 2017: During a 3 month internship at Teesside university I was responsible for updating the character models that the University used to model animation standards of topology, in addition I was also responsible for aiding in the creation of scenes for contract pitches.

Prior Experiences | Exams Invigilator: May 2018 – June 2018, Network Technician: 2011 – 2013

Hobbies and Interests

In addition to the myriad of video games I have played over the years, I am a huge fan of tabletop roleplaying games such as Dungeons and Dragons, which I stream weekly across multiple channels on twitch.tv. These games have really helped bring out my imagination and I hope to continue to play them for many years. I'm also a huge fan of cooking, in my youth I wanted to be a professional chef for a time and the love has never gone away.

References

References are available on request.