

# Jesse Barratt - Wellington New Zealand

3D Artist at Weta workshop/Game Shop/Magic Leap - Previously Lead Artist @ Playside and 3D artist @ EA. Expertise in producing/developing assets to be deployed across numerous platforms; high and low end mobile, console, Pc and proprietary and Consumer Grade VR installations.

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## Summary

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- 6+ Years in the Games Industry
- Well educated in Art Fundamentals such as Light Color and form
- Love teamwork and Collaboration
- Console, Mobile, VR, AR and Offline Rendering Experience
- Ability to design, create, polish and optimise assets
- Entrepreneurial Minded.
- Strong Sense of Creativity and hunger for Knowledge/Improvement
- Experience in game development from Pre Vis to Live Service
- Well Organised and Self Driven
- Excellent Verbal/Written Communication and leadership Skills.
- Exceptional ability in destroying evil robots with rayguns.

## Shipped Game Titles

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- "Dr Grordbort's Invaders" (**Mid Artist**) - Weta Workshop - (Magic Leap Mixed Reality)
- "Archangel" (**Snr Artist**) - Skydance Interactive - Playside Studios - (Oculus Rift/Vive)
- "AR Dragon" (**Snr Artist**) - Playside Studios - (iOS/Android)
- "Zombie Riot - ZR" (**Snr Artist/ Art Lead/Direction**) - Playside Studios - (Oculus/HTC Vive)
- "Second Chances" (**Mid Level Environment Artist**) - Mode Games - (iOS/Android)
- "Need For Speed No Limits" - (**Jnr Artist**) - EA / Firemonkeys - (iOS/Android)
- "Real Racing 3" - (**Jnr Artist**) - EA / Firemonkeys - (iOS/Android)
- "The Sims Freeplay" - (**Jnr Artist**) - EA / Firemonkeys - (iOS/Android)

## Specialties

- Game Ready environments, Vehicles and Props
- Photo Realistic and Stylised 3D art Assets
- High/Low poly modeling, Sculpting, Texturing.
- Realtime and Offline rendering Proficiency
- Look Development/Pre vis
- Good understanding of Fundamental Art Principles.
- Greyboxing and Level Design/Prototyping
- Pipeline efficiency and iteration
- Quick Learner and hungry for knowledge
- Subconscious Analysis of Art

## Software Skills

- Photoshop (8+ Years)
- Maya/3Ds Max
- Zbrush/Mudbox
- 3D Coat/Topogun
- Modo
- Mari
- Quixel Suite
- Substance Suite
- Multiple Game Engines
- Vray, Arnold, Keyshot
- Marmoset Toolbag

## Experience

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### **Mid Level 3D Environment Artist** - Weta Workshop -New Zealand- March 2018 - PRESENT

- Working with the latest in Augmented and Mixed Reality technologies to create Dr Grordbort's Invaders.
- Further Information awaiting Game Release.

### **Snr Artist** - Playside Studios/ Playside VR - February 2016 - March 2018

- Working with a team to create multiple VR/AR and Mobile Titles
- Responsible for Jnr Artists' Tasking and Quality control.
- Design and Art Direction.
- Creation of Pipeline documentation.
- Created Artistic Procedural Systems to Automate certain in game aspects.

### **3D Environment Artist** - ABC Mode Games -December 2015 - February 2016

- Worked Remote to complete a set of level designs and assets for an unreleased title.
- Ensuring accurate time frames are strictly outlined and followed.
- Delivered packages of content to be seamlessly integrated into Unity game engine.
- Kept to strict budgets to support a range of devices both Android and iOS.
- Liaise with their inhouse Jnr Artists to share pipeline knowledge and experience.

### **Jnr Artist** - Firemonkeys EA -December 2015 - January 2016

- Worked Directly with Snr Artists and Producers.
- Reported to Art Leads and fixed/changed/reacted to feedback regarding assets..
- Responsible for Whole assets from Concept to Completion.
- Support Mid Level and Snr Artists in Creation of Assets from Realtime to Offline.
- Design and Pitch ideas to Snr Artists and Producers for the direction art assets.

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## Education

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2014 - 2015 **Academy Of Interactive Entertainment - Melbourne - "Advanced Diploma of Professional games Development Specializing in Art"**

- 2015 Graduate of the Year Award
- 2015 Most Improved Graduate
- Internship Turned Full Time Job at EA Firemonkeys

2014 **Nationwide Training Solutions - Melbourne - "Cert IV in Management"**

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## References

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### **MICHAEL MCDONALD**

- Former Lead Environment Artist at EA/snr 3D Artist at Weta Workshop -  
[michael.mcdonald@wetaworkshop.co.nz](mailto:michael.mcdonald@wetaworkshop.co.nz)

### **JAKE LOVERSO**

- Animation and Art Direction Playside VR - [jake@playsidestudios.com](mailto:jake@playsidestudios.com)

### **GRIGOR PEDRIOLI**

- Colleague Playside VR - [grigs@playsidestudios.com](mailto:grigs@playsidestudios.com)

### **SIMON HANSEN**

- Vehicle Lead EA Firemonkeys - [shansen@ea.com](mailto:shansen@ea.com)