
Jac Rossiter

3D Environment Artist

jacrossiter.art@gmail.com
<http://www.jacrossiter.com/>

I am passionate and highly motivated due to my love of art. Most of all I take joy in creating Art and the journey required. I aspire to create works that provide others a positive and memorable experience through artistic flair. Since I graduated from university I have been working as a freelance artist.

EDUCATION

University of South Wales – *BA(Hons) Game Art*

September 2014 – July 2017

Bridgend College - *Interactive Media level 3*

September 2010 - July 2014

SKILLS

Hard working and Passionate artist with a strong ability to self motivate.

Ability to adapt to new workflows and pipelines due to strong fundamentals in 3D and Texture mapping processes.

Great communicator and excellent at receiving and giving criticisms regarding work.

Ability to work within time constraints in order to deliver work on time.

EXPERIENCE

- High to Low Poly Asset Creation
- PBR Workflow
- Texture Baking
- UV Mapping
- Low Poly Workflow
- Material and Shader Creation
- Strong Art Background
- Stylised and Realistic Sculpting
- Photogrammetry
- Python

SOFTWARE

3DS Max, Blender, ZBrush, Substance Designer and Painter, Photoshop, 3D Coat, Krita, Unity, Unreal Engine 4, Marmoset Toolbag 3, Headus UV Layout, Agisoft Photoscan, xNormal