

# Daniel Conroy - 3D Artist

[www.dconroy3d.com](http://www.dconroy3d.com)

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## Software experience:

- 3D Studio Max
- Maya
- Zbrush
- Mudbox
- PhotoShop
- Substance Painter
- TopoGun
- Knald
- Unity
- Cryengine

## Employment History

### Freelance Artist – Daniel Conroy 3D Artist LTD

March 2017 – Current role

### Onward – Lead Hardsurface Artist - [www.downpourinteractive.com](http://www.downpourinteractive.com)

Weapons and props. – Current contract

### Identity – Senior Prop Artist – <http://www.identityrpg.com/>

Created two weapons for the title.

### Senior Prop Artist / Prop Artist / Full time

#### Star Citizen - Foundry 42 – [www.robertsspaceindustries.com](http://www.robertsspaceindustries.com)

August 2015 – February 2017

*Duties:* My time as a prop artist has been very varied while at Foundry 42. I've spent most of my time helping with the ship component pipeline, such as power plants and cooling units, however, I have also worked on a ship weapon, and other smaller props.

After being promoted to a Senior, my main responsibilities was to review outsource assets and give relevant feedback, in addition to other feedback to the inhouse props team.

### 3D Artist / Full time

#### Rust - Facepunch Studios - [www.facepunchstudios.com](http://www.facepunchstudios.com)

November 2013 – July 2015

*Duties:* My role was based around hard surface work, from weapons and props to vehicles.

The assets ranged from real world objects and concept pieces done by our artists. All assets were taken from high poly to low poly by myself and each piece also needed a PBR pass.

**Contract Artist / Full time**

**Driveclub- Evolution Studios - [www.evos.net](http://www.evos.net)**

*October 2012 – October 2013*

*Duties: While working at Evolution Studios I was part of both the Environment and Character teams on Driveclub for the Playstation 4.*

As an Environment artist I was given a number of responsibilities such as, creating structures for multiply locations which included texture creation and LODs.

On the character team I was responsible for creating all the ingame wide life, ranging from birds to static animals such as horses and sheep. I have also created new clothing for the crowd assets, and a number of new clothing items for the drivers.

**QA Games Tester / Full time**

**Sony Liverpool - [www.worldwidestudios.net/liverpool](http://www.worldwidestudios.net/liverpool)**

*October 2010 – September 2012*

*Duties: My main line of duties are based around finding game breaking bugs/problems within a designated game. This can range from scripting to any type of art bug I may find. Every bug that is found is also researched to the best of my abilities and recorded.*

**3D Artist / Full time**

**GTA Chinatown wars / One other cancelled title - RockStar Leeds -**

**[www.rockstarleeds.com](http://www.rockstarleeds.com)**

*April 2009 – August 2010*

*Duties: While working on GTA : Chinatown Wars my role as an artist was split between a vehicle artist and being responsible for three sections of cityscape. The vehicles triangle count ranged from anywhere from 100 to 500, and each section of the city had to be rebuilt and retextured.*

**3D Artist / Freelance (based online)**

**Battleground Europe - Cornered Rat Software - [www.wwiionline.com](http://www.wwiionline.com)**

*2005 – 2008*

*Duties: Creating low poly vehicles, such as planes/tanks/anti tank guns and ships. I have a number of models that will be used in-game. I am responsible for two major anti tanks guns in game at this time.*

**3D Artist / Work Placement**

**Isle of Man TT2 - 3D Creation Studio**

*April 2006 - 6 week placement*

*Duties: My major set of tasks here was to model track information by using a loft system within 3D Studio Max. I was also tasked with populating the game world, this was done by watching many videos and looking into images of the track sections.*

## **Education & Qualifications**

**St Helens College - (Last Education- Finish May 06<sup>th</sup> 2008)**

Water Street, St Helens, WA11PP, UK

**Foundation Degree Computer Games Design**

September 2006 - May 2008

**Interests**

My art is one of my main interests, I tend to do a lot of personal work or help out on small projects while at home. Outside of art I've spent a lot of time looking into history, mostly about the first and second world wars.