

George Hulm

Technical Artist

[Portfolio](#)

Phone: +44 74565830202

Skype: jellybellhulm

Email: georgehulm@gmail.com

[Blog](#)



With over 10 years of experience using the Unreal Engine, I know my way around it pretty well. I've worked in the games industry on AAA cinematics and Indie success stories. My commercial work has been on display during the Ashes Cricket competition on Sky Sports, and in March 2020, an interactive exhibit I helped put together is on display at the history museum in Heidelberg. My personal work has won awards, funding, and been exhibited at festivals and an art gallery.



Houdini



Projects

Interactive Museum Exhibit in UE4, *Meso Design*, remote, October 2019 - March 2020. Technical Artist.

[Outriders](#), *RealtimeUK*, on-site, June - September 2019. Technical Lead.

Working with Sim Furniss, Head of Cinematics at RTUK, and Krysztof Dolas, Technical Director at PeopleCanFly, to deliver pre-rendered and real-time AAA Cinematics at 30fps on XboxOne and PS4.

[Cricket Visualisations for Sky Sports](#), *Hawkeye*, Remote and on-site, January - September 2019. Technical Art.

MMOFPS, *EAMCorporation*, Remote, Spring 2018 - Summer 2019. Lead Technical Artist.

Under Eric Mirzakhian I was responsible for the, time of day system, landscape material, foliage shaders, optimization, procedural foliage, lookdev, post processing.

[Outlaws of the Old West](#), *Virtual Basement*, Remote, Spring 2018. Materials and Lighting Artist.

Under Ashton Anderson I was responsible for, time of day lighting, landscape material, foliage shaders, optimization, procedural foliage, lookdev, post processing.

[Tech vs Magic](#), *EXIS Interactive*, Remote, Winter 2017 - Summer 2018. Level Design.

Under Peter Kojesta, I designed and built a large scale outdoor Environment for first person and vehicular combat.

[Overgrowth](#), *Wolfire Games*, Remote, Spring - Summer 2017. Level Artist.

Under Merlyn-Morgan-Graham, I was the lead on 6 Levels and had a hand in around a dozen in total.

Exposure Prototype, *Drift Games*, Summer 2017, Technical Lead.

A game I helped design and build. Winner of *Tranzfuser* "Prototype Development Grant" and selected for the *Tranzfuser* "Accelerator Programme". The prototype was exhibited at Insomnia, EGX and ComicCon.

[Tranzfuser Judges Final Review Video](#) [Download Original Pitch Video](#)

Sail and Sacrifice, *Cage Studios*, Remote, Autumn 2017. Technical Artist under Gabriel Langlois.

Circuits and Shields, Remote, Summer 2017. Lighting Artist under Chandler Thomlison.

Ballistic Games, Remote, Spring 2017. Level Artist under Bruce McAleer.

Break, BA 2016, Creative Director.

A First Person interactive experience exploring harmful systems and abuse. My Final Year Project that I designed and directed. Exhibited at the 2016 “Human-Computer-Interactions” Conference. Awarded “Best Interactive Experience” by Bournemouth University and “Co-Creation” Grant.

[Abstract](#) [Report](#) [Video](#) [Download](#)

Windigo, BA 2015. Level Designer.

A horror game set in the canadian Rockies amidst a blizzard, The player is being hunted by a terrible creature that has a craving for human flesh. A second year project on which I was Level Designer and Environment Artist. [Video](#)

PAL Leader, Bournemouth University, BA 2015. Facilitating First Years Students in independent learning.

Seaborn, BA 2014: A popular Map for Chivalry Medieval Warfare. +15,000 subscribers. [Steam Workshop](#) [Video](#)

Oculus Rift Demo, Mocap Games, 2013. VR Level Designer under Jake Slack.

DM-Spirit, 2010. DM-Olden, 2009. CTF-Zeus, 2008. DM-Shipment, 2007. CTF-Debris, 2007. [Downloads](#)

Gamejams

The Diving, Winter 2017. The Shining and Jaws inspired couch-competitive multiplayer. [Video](#) [Download](#)

Saving Scuba Steve, Spring 2016. Finalist at EGX Rezzed Creative Assembly 8HR Game-jam. [Video](#)

Cherry Crush, 2016. Finalist at Bournemouth University Gameham. Couch-Brawler. [Video](#)

Ritu, 2015. Global Game Jam. Meditational Experience based around remembering patterns. [Video](#)

A Fox's Tail, 2015. 2D Platformer with hand-painted aesthetic. [Video](#)

Education

June 2016 >> Degree, 2.1 BA (Hons) Computer Visualisation & Animation: NCCA – Bournemouth University, UK

June 2013 >> A-Levels, AAA resp. Maths, English Literature, Theatre Studies: Backwell School, UK