



JAKE MISSING

www.jakemissing.com

jakemissing@gmail.com

+447472909902

Profile

I've been working at nDreams since 2017 straight out of university. I was fortunate enough to win the Grads in Games - Search for a Star environment art competition and was offered a position as a result. I settled in well and became an integral part of the team being entrusted with fairly high responsibility even as a junior. My role at nDreams has developed into mainly lighting whilst working on Phantom: Covert Ops, alongside environment art and maintaining biomes of the game for both platforms Rift and Quest. I can safely say I've been pegged as the go to guy for tasks by my art director or manager whether it be investigating new software, taking care of environment tasks, to creating publishing assets for the game announcement.

I'm eager to continuously push my art forwards, learning new techniques and skills and absorbing other workflows from other artists and professionals.

Technical Skills

Familiar Software includes:

- 3DS Max
- Maya
- Zbrush
- Unreal Engine
- Unity
- Marmoset Toolbag
- Photoshop
- Quixel Suite
- Substance Suite

Excellent understanding and implementation of baking high to low poly workflow.

Physically based rendering techniques.

Material authoring using Substance Designer and Quixel Suite.

Working with agile and scrum management.

Great people skills and cross team interaction.

Relevant Experience

nDreams

Environment Artist

Feb 2019 - Present

Junior 3D Artist

2017 - 2019

I started working at nDreams after they saw my work at the finals day for the Search for A Star competition. This enabled me to work in a fast growing team of industry veterans, and allowed me to develop my art and knowledge of the industry. nDreams is a VR focussed games company and I have worked on many projects for upcoming and existing HMD's in my time there. Though it is my first real industry job I was given my fair share of responsibility in creating environments featured in the final products.

Freelance Artist

2015 - 2017

I worked as a freelance artist creating 3D animations, 2D Motion graphics and 3D assets for games, film and web etc. Working with clients such as the [eUKhost](#), [Sheffield Hallam University](#), [Let There Be Light Productions](#) and [Epiphany VR](#).

Epiphany VR

3D Art and Design

2015 - Present

I joined this Sheffield based art collective after working on a couple of projects with them as a freelance artist. The small team is made up of theatre performers/ directors, programmers, designers, artists and audio specialists. We create apps, games and experiences using VR and exploring new possibilities. Projects I've worked on include, Memories of Now, [New Template 2.0](#), and [Sheffield VeRse](#).

Sheffield Hallam University
Simulation Technologist
2015 - 2016

I was successful enough to be offered a placement for the faculty of health and well-being at Sheffield Hallam University. This role entailed creating [virtual learning enhancements](#), such as animations, simulations, games and other interactive media projects. This gave me experience in creating games for IOS devices, using Unity, which at the start was a new engine to me. Other projects include using the Oculus Rift, Myo armband, Haptics Pen, Leap Motion, and other peripherals to immerse students into a virtual reality learning environment. The experience is overall interesting to see another side to the industry, creating products for a medical purpose and the alternate uses of games.

Education

Sheffield Hallam University (2013-2017)

Computer Games Design

BA (Honours) with placement – First

Confetti Institute of Creative Technologies (2011-2013)

Computer Games Development

BTEC National Extended Diploma - D* D* D*

Selston Arts and Community College (2006-20011)

7 GCSE's grade B-D achieved including Maths (B) and English (B).

BTEC National Diplomas in Media and ICT (Distinction).

Hobbies and Interests

I still enjoy playing games, and after work in the week tend to play for at least an hour a day on my PC or other consoles. I love seeing new boundaries artwork is being pushed to. Seeing game art or elements in games that you come away after playing and can't wait to try out for yourself and push your own art forward is a great feeling.

In my spare time, I also enter game art competitions such as the Grads in Games' Search for a Star competition which I was fortunate enough to be a finalist in the environment art category.

VR has played a huge part in my work recently, this new realm that games have entered I find incredibly interesting. In terms of immersion and emotional connection with the player, and where the industry can go with this new technology. As a part of Epiphany VR, we had been testing out some of these ideas with different applications and backgrounds for VR such as virtual theatre performances with 3D captured actors.

At the weekend, I try my best to cut screen time after sinking in long hours during the week, venturing out to get some fresh air and a walk is key in keeping a clear head and refreshing myself for the next week.

References Available upon request