

OLIVER ACCON-HIGGINS

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OBJECTIVE

Modeler & Texture Artist with 10 years professional experience and a 1st Class Honours degree in Computer Animation. Always working hard to learn more and excel further. Would love to settle down long-term in a studio that works on exciting projects, knows how to encourage and retain talent, and offers me the opportunity to express myself creatively, daily.

SKILLS

I am proficient in modelling, texturing, shading, lighting, rendering and concept art. I also have modest professional experience in character and set design, storyboarding, animation and compositing.

EXPERIENCE

The Little Mermaid

Modeller/Texture Artist– Art Department

Pinewood

Nov/Dec 19

- Modelled and textured dozens of assets for organic environments.
- Worked with the Art Director and my supervisors to figure out the visual identity of the sets I was working on.
- Created high poly concept sculpts and low poly proxies for easy animation and transfer into Unreal Engine.

Proof Inc

Previs Modeller/Texture Artist– The Little Mermaid, 007 No Time to Die, various

London

2018-2019

- Modelling and texturing dozens of characters, vehicles, props and environments for real time animation and use in Unreal Engine.
- Created blend shapes and low poly digital doubles for the films main cast.
- Working to fast turnarounds to accommodate frequent changes and additions.

Nineteentwenty VFX

Modeller/Texture Artist - Various

Bristol

Sept/Oct 18

- Modelled, textured and rendered photoreal props and sets, using Maya, Mudbox, Mari & Houdini.

Aardman Animations

Texture Artist/Modeller - Various

Bristol

April 2018

- Modelled & textured stylised and realistic props and environments using Maya, Mari, Substance and Arnold.

Nexus Studios

Texture Artist/Modeller - Various

London

Feb 2018

- Textured characters, props and landscape elements using Substance for animation in 3DS Max.
- Lit and rendered my work using Vray.

Argon FX

Previs Artist – Artemis Fowl

London

2016- 2017

- Modelled and textured dozens of props and sets to real-world plans, with quick turnarounds.
- Optimised and tested models and textures for real-time use in Maya and Unreal Engine.

Neko Productions

Lead Texture Artist – Marvel Avengers Academy/Harry Potter: Hogwarts Mystery

London

2016- 2017

- Modelled/textured dozens of iconic Marvel and Harry Potter characters.
- Created LOD models for the game engine.
- Remotely supervised a team of international texture artists.
- Gave daily critiques and feedback on team work, acting as quality control between studio and client.

University of South Wales

Occasional tutor & guest speaker

Cardiff

2011–2017

- Performed lectures on concept art, modelling, texturing and industry-related advice.
- Given one-on-one tutorials with students; focusing on their specific work and how it can be improved.
- Formally assessed student work; ranging from pre-production to modelling and texturing.

Dramatico Animation

Lead Modeller- The Wombles

London

2014–2015

- Modelled and textured hi-poly and low-poly props and interior environments based on 2D concepts.
- Designed three interior sets and dozens of props; helped develop the visual language of the show.

SOFTWARE

- **Maya, Photoshop, Substance Painter, zbrush** – Highly proficient
- **3DS Max, Premier, Unreal Engine, Marmoset**- Fairly Experienced
- **After Effects, Mari** – Modest Experience

EDUCATION

Cardiff School of Creative and Cultural Industries

Computer Animation BA (Hons), July 2010

- Earned First Class Honours.
- Recipient of 2010 'Computer Animation' course award.
- Nominated for universities prestigious 'Glammys' award.
- Worked as Lighting Supervisor on large-scale compositing project 'T-Rex in the ATRium' for the 'Ffresh' festival.

HOBBIES

Outside work I enjoy getting involved in local causes, doing lots of physical exercise then relaxing with a glass of Scotch & a good movie or video game. I enjoy painting, people-watching, writing and reading too which I find benefits my work.