

Kieran Young

Digital Heritage 3D Artist - reconstruction/visualisation

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WORK EXPERIENCE

HISTORIC ENVIRONMENT SCOTLAND, Stirling — *Digital Innovation Trainee*

August 2019 - PRESENT (*until August 2020*)

Underwent a one year traineeship with Historic Environment Scotland at the Engine Shed conservation centre. Worked with the digital teams on a variety of digital 3D projects.

Specialised in digital reconstruction of historic building structures, I worked to digitally reconstruct Arbroath Abbey in UE4 for use in the visitor centre interpretation displays.

Gained experience in the use of photogrammetry/digitisation techniques and was acquainted with laser scanning processes. Worked to prepare models for sketchfab, retopology of photogrammetry/scan meshes. Created digital replicas of existing sites for use in visualisations.

EDUCATION

UNIVERSITY OF HERTFORDSHIRE, Hatfield — *Games Art & Design, BA Hons - 1st class*

September 2016 - May 2019

Gained a varied understanding of the digital animation, VFX and games industries, learning a range of practical art and digital media skills.

Specialised in real-time environment art, creation of optimised real-time assets and environment creation.

CROMWELL COMMUNITY COLLEGE, Chatteris — *A-levels*

2014-2016

IT Cambridge Technical Level 3 - Distinction*

EPQ (AS-Level) - A*

PRODUCT DESIGN & TECHNOLOGY - A

ART - B

SOFTWARE

3ds Max - Maya - Blender - Substance Painter/Designer - Unreal Engine 4 - RealityCapture