

Daniel Conroy - 3D Artist

www.dconroy3d.com

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Software experience:

- Blender
- 3D Studio Max
- Maya
- Zbrush
- PhotoShop
- Substance Painter
- Quixel suite
- Unity
- Cryengine
- Unreal Engine

Employment History

Freelance Artist – Daniel Conroy 3D Artist LTD
March 2017 – Current role
Nukklear - 3D Artist – www.nukklear.com
(Current Freelance contract)
Ground Branch - 3D Artist - www.groundbranch.com
Weapon artist. Created the Rangefinders and M110K high and low poly.
VR training application – 3D Artist – www.circuitstream.com
Created 3D prop assets to be used in a VR training app.
Onward – Lead Hardsurface Artist - www.downpourinteractive.com
Weapons, props, and vehicles. Lead duties such as feedback and jira tracking.
Identity – Senior Prop Artist – http://www.identityrpg.com/
Created two weapons for the title, the 1911 pistol and MP5.

Senior Prop Artist / Prop Artist / Full time

Star Citizen - Foundry 42 – 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

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

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

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

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 / 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 06th 2008)

Water Street, St Helens, WA11PP, UK

Foundation Degree Computer Games Design

September 2006 - May 2008