

# JAC ROSSITER - HARD SURFACE ARTIST

[www.jacrossiter.com](http://www.jacrossiter.com) – [jacrossiter.contact@gmail.com](mailto:jacrossiter.contact@gmail.com)

Current Residence: Annecy, France

## EXPERIENCE

2020 –	<b>Props Artist</b>	@Ubisoft
2019 – 2020	<b>Hard Surface Artist</b>	@GoblinWare
2017 – 2018	<b>Weapon artist</b>	@TeamWenger VR

## EDUCATION

**University of South Wales** – *BA(Hons) Game Art*

2014 – 2017

**Bridgend College** - *Interactive Media level 3*

2010 – 2014

## KEY SKILLS

Outstanding communicator, capable of clearly conveying original ideas and designs.

Complete a detailed knowledge of the asset creation pipeline with years of experience in optimising next gen assets for a PBR engine.

Collaborating across all disciplines involved in development is smooth and effortless due to my diverse background and strong foundation in both design and technical skills.

Ability to not only adapt to new workflows and pipelines but also design and optimise pipelines due to strong fundamentals in 3D and Texture mapping processes.

Excellent artistic eye with a high standards for both visual and technical aspects of assets.

Hard-working and passionate about both game development and art.

Ability to work within time constraints at a high level of quality.

- High to Low Poly Asset Creation
- PBR Workflow
- Texture Baking
- UV Mapping
- CAD Design (Fusion 360)
- Material and Shader Creation
- Strong Art Background
- Stylised and Realistic Sculpting
- VR Experience
- Python

## SOFTWARE EXPERTISE

Blender, ZBrush, Fusion 360, Marvellous Designer, 3DS Max, Substance Suite, Photoshop, Illustrator, Snowdrop, Unity, Unreal Engine 4, Marmoset Toolbag, Agisoft Photoscan

## REFERENCES

Jordan Moss - [jordan.moss@live.co.uk](mailto:jordan.moss@live.co.uk) (Senior Hard Surface Artist @Creative Assembly)

Eric Bates - [eric@eric-bates.com](mailto:eric@eric-bates.com) (Head of Animation @DNEG)

Mattia Nelli - [mattianelli@gmail.com](mailto:mattianelli@gmail.com) (Senior Props Artist @Ubisoft)

Guido Ponzini - [guido.ponzini@gmail.com](mailto:guido.ponzini@gmail.com) (Senior VFX Technical Artist @Supernova Games Studio)

Philippe Crepin - [philippe.crepin@ubisoft.com](mailto:philippe.crepin@ubisoft.com) (Lead Dev Tester @Ubisoft)

Francois Fabre - [francius\\_8@hotmail.com](mailto:francius_8@hotmail.com) (Video Producer @Larian Studios)