

Andrew Martin Bell

Technical Environment Artist

Stockton-On-Tees, United Kingdom

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PROFILE

I'm an aspiring technical artist with one year of experience specialising in tool construction. I have a keen interest in making shaders, generating procedural content and generally enabling artists to spend more time on producing cool art.

EMPLOYMENT

Jun. 2013 – Present **Environment / Technical Artist – Spearhead Interactive**, Middlesbrough

Responsibilities

- Typical Environment Artist duties as well as lighting and shader creation / optimisation in Unity.
- Converting any source CAD into polygons using 3ds Max.
- Outsource and Project Management such as scheduling and optimising outsourced assets.
- Assist in Quality Assurance where required, especially on VR projects.
- Test / Review any new pipeline features and producing relevant documentation.
- IT Tech support (Subversion and software maintenance).
- Company representation at conferences / events.
- Advise on any visual features and / or technical requirements on projects.
- Create any tools / shaders relative to project needs such as an automated batch rendering script.

Achievements

- Leveraged technical knowledge to integrate industry tools into our development pipeline such as Substance Designer.
- Gained enhanced knowledge of the Unity & Unreal Engine 4 development process due to shipping several applications / projects.
- Initialised and setup our entire version control system using Subversion and transferred it to a Linux-based system.
- Started our Asset Library which holds all of our common 3D models, textures, unity plugins etc.

Sept. 2014 – Present **Nightlife Photographer – I AM VIP**, North East England

- Take photographs of customers and sell them merchandise.
- Learned a great deal about lighting and composition.
- Gained experience handling cash and responsible for all stock control.
- Trained another photographer to use equipment provided.

Jul. 2012 – Aug. 2012 **3D Artist (Summer Placement) – Border Black Ltd**, Middlesbrough

- Low / High Poly modelling and texturing models for mobile platforms.
- Responsible for importing my models into Unity and giving them basic lighting.
- Assisted in basic QA duties.

SKILLS

Low and High Poly Modelling.
Asset Optimisation.
Sculpting.
PBR texturing.
Lighting (Baked & Dynamic)
Ability to debug art pipeline
Shader Creation / Optimisation
Project Scheduling
Outsource Management

LANGUAGES

Maxscript (Self-Taught)
Cg (Self-Taught Unity shaders)
Python (Self-Taught)
C# (Self-Taught in Unity)

SOFTWARE

3ds Max (2010+)
Adobe Photoshop
Marmoset Toolbag 2
Substance Designer / Painter
xNormal
UDK / Unreal Engine 4
Unity
ZBrush
Subversion / Git

EDUCATION

Teesside University

2010 – 2013

BA (Hons) Computer Games Art

2 : 2

During my time here, I participated in a summer industrial placement and was also the **Lead Artist** while developing a small game as part of the course.

Hartlepool College of Further Education

2008 – 2010

BTEC National Diploma in Art & Design

Distinction, Distinction, Distinction

A Level Art & Design – Photography

Grade C

ADDITIONAL INFO

- **Photography** - I have a keen interest in photography which also complements my jobs. I have particular interest in landscape photography as it can be very inspiring and in some cases quite surreal.
- **Music** - I have been involved in playing music for over 10 years now! My instrument of choice is a saxophone.
- **Sport** - I like to keep fit which helps me stay motivated in life and in turn my work. I enjoy a range of sporting activities including swimming and squash.
- **Community** – I have given talks to students at Teesside University and Hartlepool College of Further Education. Active member of Polycount community where I am usually found on the Polycount Hangouts. Known as “teessider”. Participated in community art challenges on Polycount and Unity Forums. Regular attendee of local games networking event, GameBridge.

Possess a full driving license & own a car (5 years+)

References available on request